

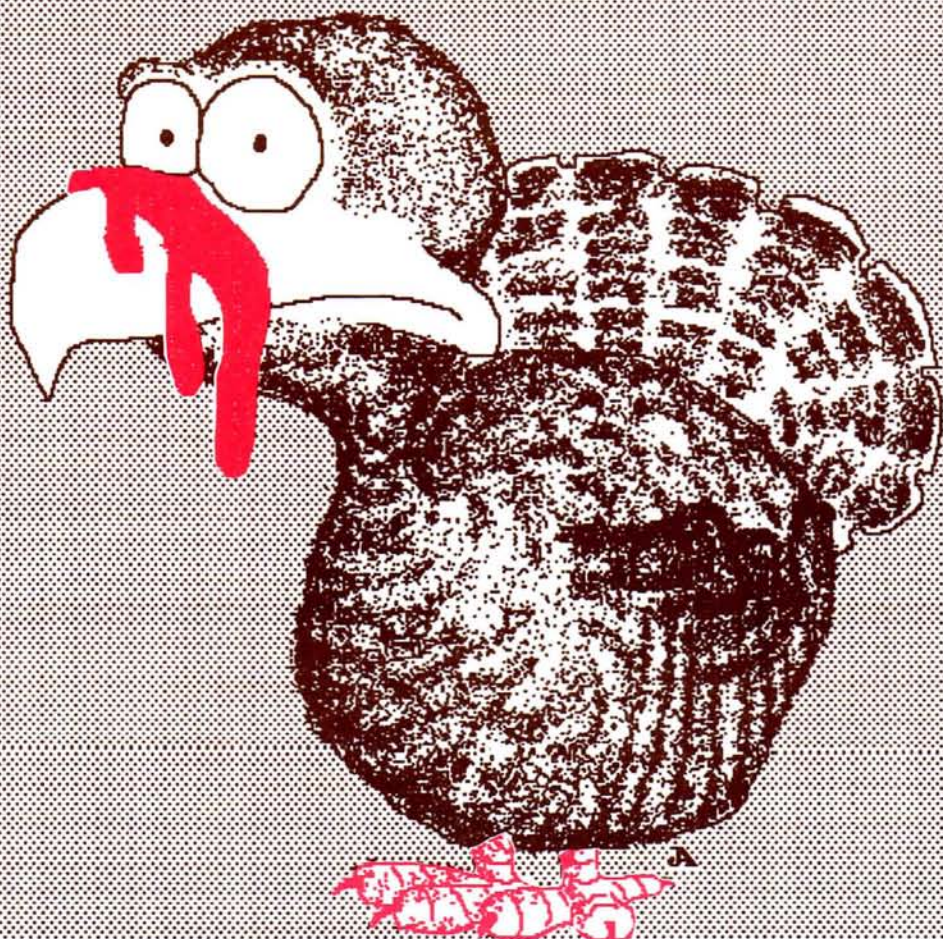


THE PACIFIC NORTHWEST'S  
INTERNATIONAL NEWS MAGAZINE  
FOR THE ATARI™ COMPUTER  
USER AND ENTHUSIAST

# PUGET Sound ATARI News

NOVEMBER 1987  
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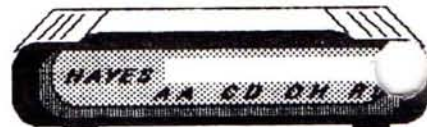


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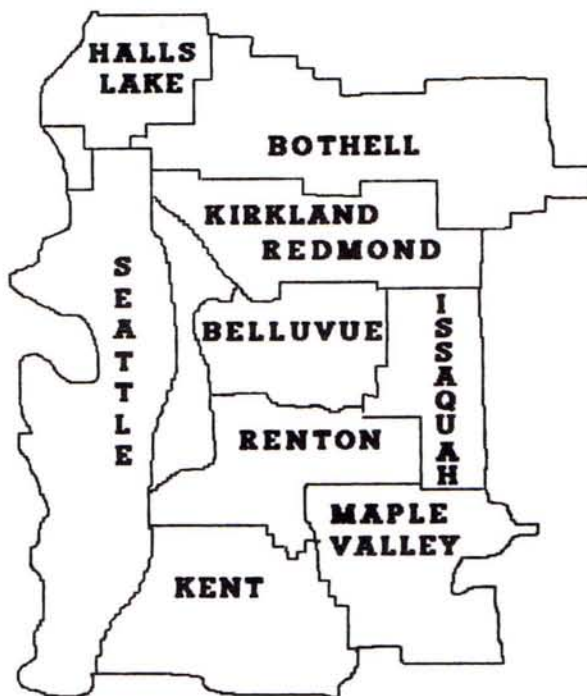


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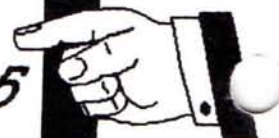
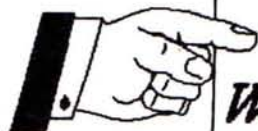
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November, 1987

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## IF ADOPTED, FCC AMENDMENTS WOULD THWART COMMUNICATIONS DEVELOPMENT

*InfoWorld editorial by Bruce Miller, 21 September 1987*

Reprinted by permission of author. Submitted by Gary Skelton, BRACE

Looming on the horizon is the specter of the Federal Communication Commission's "Amendments of Part 69 of the Commission's Rules Relating to Enhanced Service Providers."

If the amendments are adopted as proposed, local telephone companies will be allowed to charge enhanced service providers by the minute. The added costs will be passed on to the users of enhanced services.

While the FCC claims these amendments are part of a long range policy "toward an economically rational pricing scheme," their rationale to drop the exemption becomes specious when users of enhanced services are included in the picture.

Since the exemptions were first allowed in 1983, tremendous benefits have accrued to the population at large and the industry in particular. The boom in computer telecommunications by home users and small businesses is one significant changes that is blazing a trail for data communications services.

Low-cost communications services, such as the innovative and popular PC Pursuit, begun in 1985 by GTE Telenet, are helping to make new ideas in telecommunications applications possible. At night and during weekends, PC Pursuit allows users in some 500 cities to make the long-distant link to computer message systems in 25 major metropolitan areas for a flat \$25 a month.

PC Pursuit and services like it have created an unprecedented platform for creative information exchange. Suddenly, regional computer message systems became centers for the national exchange of ideas and information, leaping the geographical boundaries imposed by economic constraints. Specialized systems on geneology and health have sprung up, and shareware producers make their programs easily available on computer bulletin board systems. Even the traditional software companies are setting up their own systems as a way to provide technical support.

But according to a recent statement by Telenet, if the proposal is adopted, "PC Pursuit's current 'flat-rate/unlimited usage service would have to be repriced on a per-usage basis, incorporating the \$7 to \$9 per-hour access charge. It is doubtful that the service could survive at this inflated rate." The demise of PC Pursuit would be followed by the demise of innovative work on and for microcomputers and telecommunications. Individuals, small businesses, non-profit organizations, and libraries are likely to be hit hardest and most directly by the proposal's sanctions. Many libraries around the country now offer their patrons electronic database searches. With the added costs, such searches are likely to cease because funds are so tight. Even patrons who never request an on-line search will suffer. Interlibrary loan and book cataloging are increasingly dependent upon interstate telecommunications. One of the FCC's stated goals is the "elimination of unreasonable discrimination and undue preferences

among rates for interstate services." Yet discriminations should be made, especially when you consider that phone companies provide all sorts of special arrangements for toll carriers, including switching machines costing millions of dollars and special trunking exclusively for toll carriers. Packet-switched networks such as Telenet, however, receive no special treatment. They connect into the local network in the same manner you and I do - through ordinary lines. Some argue that packet-switched networks make heavier use of those ordinary lines. Heavier use is already priced into business rates, however, about five times residential rates. And the largest expense, having the line installed to begin with, is not dependent on amount of use.

The FCC has not yet recognized that data communication to a mass number of people is a new form of communication. Markets and innovations are only beginning to be developed. Further development will be thwarted if this proposal is adopted.

By all estimations, more people and businesses will suffer than will gain if the FCC's proposal is adopted. With large companies setting up their own connections to bypass the access charges, and smaller users dropping out of the market because of high prices, it would seem that eliminating the exemption will impede one of this country's greatest assets in world competition: innovation from the free flow of information.

Bruce Miller is author of *The Irreverent Guide to Technical Writing* and board member of the Telecommunications Users Group, PO Box 45254, Seattle, WA 98145.

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### PSAN RECOGNITION!

*"Newsletter SIG and Other Stuff" by Gordon Totty  
(Excerpted from the M.A.C.E. Journal, 10/87)*

Last month I was also privileged to read the June, 1987 issue of the Puget Sound Atari News from Tacoma, Washington. This is a combined newsletter, representing seven user groups from the state of Washington. The groups are: B.R.A.C.E., KC-ACE (that stands for Kitsap County, not Kansas City), "R" Atari, S\*P\*A\*C\*E, Starbase, STDIO, and T.R.A.C.E. This is an interesting publishing concept. In this case, it works very well as the final product did not look like a scrapbook or "patch 'n paste" job. They put out 32 packed pages of information. In May they printed 875 copies. There are seven editors, one for each member group, one coordinator, and one advertising manager. The coordinator belongs to S\*P\*A\*C\*E, I think, as copy is supposed to be submitted to this group. This is not the only combined newsletter, and may not even be the best one, but it looked good to me. This may represent the future of user group newsletters. I envision some of these becoming good enough to compete with Antic and A.N.A.L.O.G., and maybe these publications might benefit by forming publishing partnerships with user groups. Big visions, huh?



## REVIEWS AND SUCH A Quick Look at New ST Software

By Al Cummings, STARBASE

This has really been a busy month, both in the software release area and at my house. The software companies must be working 7 days a week to get things out and most of the products are very good. Let me get to the list of some I have seen or worked with.

The best word processor for the ST has been **Word Writer ST** for all around features and quality, but it's position is in jeopardy with **Word Perfect** now being released for the ST. **Word Perfect**, one of the leaders in the IBM market, has reworked their program for the ST and, from all reports, it will be outstanding. The price should be as high as the praise, but if **Word Perfect** does as much as it says it can, there will be a lot of folks willing to trade up to the best! (Ed: PSAN will publishing an in depth review of **Word Perfect** as soon as possible - perhaps next month.)

Just released from Timeworks is **Partner ST**, a desk accessory package that works with the other products in their line, as well as most other GEM based programs. This one includes more programs than the others have had in the past and... I'll have to work some with it... before I can give you info as to memory used and such.

The database that the club has been using is also from Timeworks. It is very good with only one small problem so far, for me. **Data Manager ST** is a full fledged database program, and since we are really only using it as a mailing list program, it's full power is really wasted. But still, **Data Manager ST** is fast and worked as it is supposed to. I only wish I could print out only one label when working with the program. It can be done, but it would be nice if you could set up the file you wanted, hit one key, and get a label. Like I said, just one small flaw - not a bug; but when I pay my money, I can complain a little.

I suppose you are wondering when I'll get to the new games. Now is as good as any time, and I will start with my current favorite, **Bard's Tale** from Electronic Arts. I know some of you are still unhappy with the things that had been said (by EA spokespersons) in the past, but that is almost over with the latest releases from EA. These include **Marble Madness** and **Music Construction Set**. Along with the other lines they distribute, EA is the leader in new ST software.

**Bard's Tale** is great, the best, and one of those programs I can't stop playing! I figure that I've played it about 40 hours so far, and that I might be 20% through it... and am that far along only because I'd played it previously on the Apple! The graphics are outstanding, and while most of the time you can make your time, it does not get boring. If you liked the **Phantasies** and **Ultimas**, then run out and get this one. (Yes, I have caught up to **Thud**, but I'm not that much ahead yet.)

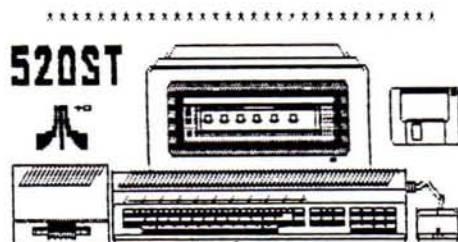
SSI (Strategic Simulations, Inc) has also been one of my favorite places to get new games, and they have another good one in **Rings of Zilfin**. You are alone this time, and must look for the evil wizard - with a couple of twists thrown in to make it different. One is the travelling from place to place, this somewhat reminds me of **Golden Path** with **Space Invaders** added to make it hard. Seems like every night these birds attack everything in the area, and you must shoot them before they get mad and attack you. No small feat and... The need for a blitter really shows up here as, with 4 birds and you and your arrows, the scrolling is very slow, but still fast enough to be hard to get a line on it. This looks like a big, long game. I will play more and report later.

The arcade hits have started to come out with the release of **Gauntlet**. I really liked this game, but it is best played by 4 people. The ST version allows two players, and having a teammate is very helpful. Again, the screen tends to bog down with a lot of things going on, and the joystick does not respond at times; but the graphics are great and the game plays the same as the coin-op does, but without the money pouring in. Give it 3 stars.

Along the same line, but totally different is **Midi Maze**. You have all seen it before and the final version allows one machine to play against drones. Still, it plays best with several people, and if you are lucky enough to have two machines, this one is a "must have!" Otherwise, it looks good and does beat **Pac-Man** by a mile.

One that everyone has been waiting for is **Defender of the Crown**, the game that wants to be a movie. It has the best graphics, and the portions that I have played so far (jousting and invading the castles with swordplay), have been very well done. Not once did the program slow down or look like it was not smooth... and the best is farther into the game. Rescue the princess and you get the reward that all of you knights really want! It's a great game with outstanding graphics... that everyone should, at least look at and, decide if this is one of those games they'll show off to visiting friends.

Whew! Like I said, this has really been some kind of month for new software, and before I go, I have to mention one last new game. Steve, at Cave Creek Computers, really likes **Terapods** and wanted to get a review in this issue, but deadlines are just that! So look for it next month.





## Product Review - ST

### **BARD'S TALE-Tales of the Unknown** *Volume 1 - from ELECTRONIC ARTS*

An ST Fantasy Adventure Game Review by Thud Rooter, STARBASE

I had finished Phantasie III and was going back through Phantasie I and II to wrap them up, but I wasn't really into it...

I needed new horizons. I needed another fantasy adventure that would keep me occupied for a couple of hours a day... for the next couple of months!

I walked into **Family Computing** in Lynwood looking for a database. Nothing much new in the ST section. I pointedly ignored the Amiga stuff (no garlic or silver cross handy!) and was going to pay for the one piece of software I had found that looked half-way interesting, when I noticed the little rack of brand new Electronic Arts stuff at the cash register.

I assumed that it was Commodore or Amiga stuff, and indeed some of it was. But there, the only copy left, was **Bard's Tale** FOR THE ST!!

I didn't even know there was an ST version planned. I can remember when I bought my first 8-bit how my friends with Apples would talk about all the fun they were having with the game and how true to regular D and D it was. There wasn't even a price sticker on it - it had just come in! But I put back the program I had been considering, and grabbed the copy. As it turned out they had arrived that day and sold out. I got the last copy in the store!

In any good adventure game the characters you choose and the names they receive, reflect about your approach and attitude. My attitude is 'Go forth and bash 'til you figure out the system and then Kick Butt!' It has yet to fail me!

The game comes with some pre-rolled characters, but due to my inability to read docs before play, they died real quick. Evil lurks in the city of Skara Brae, where the adventure is set. And it has long pointy teeth, and sometimes magical skills and occasionally comes in packs larger than your own hearty band.

The six starting characters are a little mediocre, but you can drive them around until they die, then strip their armor for the next batch of characters you roll up.

As in conventional fantasy gaming, your characters are randomly rolled. You choose one of 7 races. The stats are then shown and you choose the character class, or trade. There are 8 character classes available to select, and in as much as there are only 6 in your party, you have to pick and choose what sort of make-up the group will have.

Because the characters march in two ranks of three, only the characters in the first can get bashed in combat. So you want big, strong, heavy duty fighter-types for the front. Or maybe little, quick, agile guys with real good armor class. But whatever, they have to be able to soak up hits for the back row where the magickers hide.

No matter how they may look, you will need a bard. Right now my party consist of two bards, Stevie Wonder - a half-elf and Shortztuff - a hobbit. My fighter is a half-orc named Angelface (remember Lee Van Cleef in THE GOOD, THE BAD AND THE UGLY?). The hunter is Robin Loxley, the conjuror is Singood and the magician is Osgood. Needless to say, these are not my original cast. I had several characters die before the magic in the back row was strong enough to compensate for the low hit points in the front row.

The world is similiar to that in ALTERNATE REALITY. You are standing there in the city, looking at the buildings around you. The map in the book is important because the extra menu lets you ask where you are and it give the direction you are facing and the street name.

Be sure to remember where the Adventurers Guild is. It is the only place in the game where you can save. And a minor drawback, in my view, is the fact that you have to exit the game to save. And the reboot takes awhile.

Once you get your gang together and manage to survive a few bashings, you will want to find healers and the Review Board. Temples are easy, they are on the map. The Review Board has to be found in order to gain experience and skill levels, and more hit points - very important early on.

My own experience was that my fighters died so that the back row magickers could make it back to the Review Board to get elevated and gain more hit points and spells so that they, in turn, could use their magic to support the front row. Until you figure out (or are told) a couple of secrets that are not clear in the docs you will do a lot of slow bashing. But there are ways to even up the odds. Remember I said you would need a bard? And that I have two in my goup? (Hint, hint).

The goal, as in all these games, is to kill the head bad guy. But getting there is pretty amazing. There is a lot of maping to do in the dungeons and castles. There is your group to build. There are statues to fight, secret stairs to find and it all looks really great...

RIGHT! Graphics! The **Bard's Tale** graphics are probably as good as any you will see. They compare very favorably with Phantasie III. However, like PIII they sort of ran out of program space, so they use the same graphics for groupings of monsters. Likewise, a hobbit bard is the same as a dwarf bard. Or an orcish fighter looks the same as the elvish one. Same picture for all conjurors regardless of race. Oh well. The characters grimace and wink and clench their fists as they stare out at you. As you walk the streets, you can remember the way based on the buildings you see (although, again, there is a limited number of types).

*(Continued at bottom of the next page)*



# Product Reviews - ST & 8-Bit

## ADVENTURERS HELP!!

By Carolyn Caine, S\*P\*A\*C\*E

**OO-TOPUS:** Well, this month's column begins on a happy note. Rick Williams, Vic Albino and the Polarware company finally came to my rescue and I got past the Alien in OO-TOPUS. The clues I had were correct, but the back up copy I made of the disk didn't work. When I went back to my original disk, it worked perfectly and I am now running around wherever I am collecting stuff that I don't know what to do with. But that is adventuring -- for me anyway. I was able to make a working copy of OO-TOPUS with Procopy 1.32, but not with 1.4. I find it wise to always back up these games, particularly the ones in which you save your location to the original disk. I cannot get Transylvania to start at the very beginning no matter what I do, since I inadvertently saved to space 1 in the save section.

**NINE PRINCES OF AMBER:** I am still wandering around trying to walk the Pattern in Nine Princes of Amber. There must be a system or a trick to it, but I sure can't figure it out. Can any one help me with this?

**LEISURE SUIT LARRY:** We have a hint from Vic Albino; 'Pay attention to the advice given by the Surgeon General and you'll live longer!'

### PHANTASIES

**Q-** How do you get to the Water Rune in SSI's Phantasies? - Kevin Morris on Atari BBS.

**A-** Go thru all 3 Magic pools to get to the Rune. You almost have to go to 'Blanktown' to get to the third pool. - Larry Loe on Atari BBS.

**KING'S QUEST II:** **Q-** How do you get the key to the magic door? When does the Antique Shop open? - Ken on Atari BBS.

**BARD'S TALE:** **Q-** How do you get to the 'Review Board'? - Larry Loe on BF BBS.

Well, that's all for this month... Sure could use some input from all of you Adventurer's out there. This column will entertain questions and answers from other games, too. Mail to PO Box 110576, Tacoma, WA 98411 or upload to the S\*P\*A\*C\*E BBS (206-941-2824).

\*\*\*\*\*

### (Bard's Tale - Continued)

One interesting thing I would like to have verified is that when run on a tv instead of a monitor, the front view of the temples slowly takes on colors as you gain levels. It doesn't do this with the SC1224. But I had the two systems sitting here side by side and we both remarked on the colors spreading outward at the temple in the television. (Stop by and I'll show you, Al!)

Make no mistake, this is a campaign. If anything that takes longer than twenty minutes bores you, then go back to PAC MAN. This one has taken me three weeks or so to date, and I am still in the early stages. I don't know anyone who is farther in the ST version (and you would have to be unemployed with LOTS of time on your hands to put more into it than Al and I have - gotta buy more lottery tickets so I have more time to play...). (Concluded at the right)

## The STAR NX-10 PRINTER

Product Review By Matt Martin, S\*P\*A\*C\*E

For all computer Systems  
from Star Micronics of America, Inc  
P.O. Box 1630, El Toro, CA 92630.

I recently purchased a STAR NX-10 printer. I had owned a STAR SG-10 printer and never had any problems, so with loyalty I purchased the new, now not so new, model. It has several improvements over the SG-10. First, the tractor feed is much better. I haven't had any problems with it like I did on the SG-10. Second, the control buttons are on the front of the machine, giving me easy access to it.

The NX-10 also has a microfeed and reverse microfeed. This allows you to scroll paper forward or backwards in small increments. It has two self tests, and is EPSON RX-80 compatible, or at least that's what I've been told. The ribbon is simply a cartridge which snaps in! The ribbons run for about \$8.00 and last for a very long time, I've used mine extensively since June 87!

The printer comes with a black ribbon and a very nice manual. It also has a user's guide which is handy if you need help on switching modes. The NX-10 has a one year warranty and list of service dealers in case of repair.

The NX-10 allows you to print in 80 column draft or near letter quality, which by the way is excellent, 96 column draft or 136 column draft. You can choose italic or bold mode right from the buttons on front! You may change the number of columns, text, and paper feed from those handy little buttons. The STAR NX-10 has a printing speed of 120 characters per second (cps) in draft mode or 30 cps in near letter quality. It is bi-directional in text and uni-directional in dot graphics mode. It also has 96 standard ASCII characters, 33 international characters (11 sets), 96 italic ASCII characters, and 33 italic international characters (11 sets) in draft mode. In near letter quality it has 96 standard ASCII characters and 33 international characters (11 sets). The NX-10 also has tractor and friction feed. And finally a Centronic compatible, 7 or 8 bit interface.

I highly recommend this printer for anybody. It's not real fancy and complicated, and it's not a little toy printer. You can probably find it locally for under \$200.00 and through mail order around \$179.00 or lower.

\*\*\*\*\*

### (Bard's Tale - Concluded)

The program disk is heavily protected, but you can copy the picture disk so two-ST families, like mine, can play side by side. After booting the program disk in A and picture disk in B, the program disk comes out and your character disk goes in A (assuming two drives).

I have booted little else since purchasing my copy of Bard's Tale. I like it! The Rooter says check it out.

\*\*\*\*\*



# Product Reviews - ST

## INTERLINK ST

*Telecommunications Software Reviewed by William F. Estes, BRACE/STDIO*

Well, it finally happened. They came out with a modem program that even I can use without having someone else set up Do files or going crazy trying to read a owners manual that is vague at best. Intersect Software Corporation is the company that brings us this treasure and Randy Mears is the author of what I feel is the best written and useful modem program out in the marketplace to date. I cannot begin to tell of all the great features in this program, but I will try to hit what has impressed me the most.

Interlink ST not only uses standard memonics to address many of the features of Interlink ST, but uses full GEM implementation of these features so that everything you need is at a touch of a mouse button. If you have forgotten anything, just hit the help button and a screen comes up with all of the commands that you need. The Auto-Dial feature offers several unique and easy to use methods of dialing your favorite BBS or Information service. You can have the Auto-Dial dial one number or a group of numbers if several of your favorite numbers happen to be busy by simply hitting the Group button and select the BBS's that you want to reach. You can also select a waiting time between calling back and how long you want the call to ring for. There is a wide selection of modem protocols including XMODEM, XMODEM CRC, YMODEM and ASCII file transfers from or to disk or capture buffer. You can execute other programs without exiting Interlink ST, via the built-in shell facility.

You may also customize character translation tables to suit your needs, or have 48 line display option on monochrome systems. There is full and continuous status display, a type-ahead buffer lets

you enter and edit a line before transmitting it (great for chats). A buffer window with powerful entry and edit capabilities, works like a word processor. Record/Playback lets you handle those repetitive chores, like getting those same stock quotes every day and collecting them on disk automatically at a ore-specified time. Connect Chimes with true carrier timer gently remind you of your connect time every fifteen minutes. Automatic answer mode allows remote unattended access (upload/download) and message collection with three security levels. VT52 and VT100 and user definable translation, twenty macro keys and built-in password protection and encryption for your logon data and macro keys. These are just a few of the main features that Interlink ST has to offer.

The only negative thing that I came across was that the only ways to set the built in clock was to either have a clock built into your computer or use the control panel or a clock accessory to set the time and date. Once you get going with Interlink ST I do not feel that you would want to go back to any other modem on the market. Interlink ST is a real bargain because it also comes with free time on Compuserve, Delphi and the Source. The Auto-Log menu has all of these data base queries and answers set up for you in the Auto-Log feature of the Dialer option. You also have up to eight questions and answers to help get you into your BBS or Data service.

For a list price of \$39.95 this is a real bargain and even better yet is the fact that Xanth and Butler's both are offering this for only \$35.95. For an application software program of the highest quality, this is one that you should not pass up.

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## KARATE KID PART II

*An ST Game Reviewed by Matt Martin, S\*P\*A\*C\*E*

\$34.95 from Michtron, 576 South Telegraph, Pontiac, MI 48053  
System Requirements: Atari ST Color System

First the movie, now the game. Karate Kid Part II puts you behind Daniel LaRussos's fists as you fight your way through evil masters of karate, like Taro and Chozen.

On the first two levels you must defend yourself from deadly kicks and punches. Then its time for concentration as you try to catch flies with chopsticks! After that you must fight two more adversaries, each one even stronger than before. Now focus power for effect when you must break ice with your bare hand. Then the final fight against Chozen in the Castle of King Shohashi, which I haven't quite figured out yet.

Karate Kid Part II has superb graphics. The animation of Daniel and others is beautifully done on a highly detailed background. The sound effects appear to be digitized and can also be heard through a MIDI compatible synthesizer.

Now for the not so good points. Karate Kid Part II has a fault, on two player mode, no matter who wins the fighting, you can never go to the ice breaking screen, my favorite part. The save game feature also does not work. I tried getting a directory of the disk, just for the heck of it, and after a couple of grunts from my drive, the screen promptly stated:

"Data on the disk in Drive A may be damaged. You must use the right kind of floppy disk; you must connect your hard drive properly."

The disk either uses a different type of format or is heavily copy protected, even though I was able to make a copy with Pro Copy 1.41.

This game is a classic in my book, and I'm sure you would enjoy it also. You might have a hard time finding this game, so if you can find it, grab it before someone else does!

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STUDIO

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NOVEMBER 3 AT 7:PM

HELD AT DATA I/O

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# Product Review - ST

## DBASIC FOR THE ST

### A SECOND LOOK

By R.B. Bolin, S\*P\*A\*C\*E

DBASIC is a fast 107 command interactive BASIC system for the Atari ST. At around forty dollars, DBASIC is the lowest priced of all Basics except for ST BASIC. Included with DBASIC is a easy and pleasurable to read 280 page manual.

DBASIC takes around 100k including the operating system that completely replaces the ST operating system (TOS). The DBASIC operating system is fast but is incompatible with TOS. It requires special utilities even to transfer files between the two operating systems.

The DBASIC disk includes the following programs: demos, disk backup and formatters, disk copiers, TOS (-) DBASIC converters, assembler/editor, variable lister and additional documentation not included in the manual.

The demos on the disk will also run the LDW benchmarks and give a good indication of the speed and power of DBASIC. The disk backup, formatters, TOS (-) DBASIC converters are necessary because DBASIC replaces TOS. The variable lister list all variables in a Basic program.

The DBASIC disk comes with an assembler and an editor so that you can create 68000 assembler programs. The editor is written in Basic so it can be tailored special needs and tastes. I will not review the assembler, but it appears to work and it was powerful enough to write DBASIC. It does however lack macro capability.

### DBASIC strong points:

DBASIC runs all LDW bench marks faster than any other interactive Basic tested except for floating point. FAST Basic's single precision floating point is 50% faster than DBASIC's double precision floating point. Below is the LDW bench mark from DBASIC's bench mark program.

- 1) 1M empty for-next loops      \* = Interactive Basic
- 2) Integer calculations      \*\* = Compiled Basic
- 3) Floating point
- 4) Byte calc bench mark
- 5) Byte sieve size = 7000
- 6) Screen output (40\*20 lines of 70 chars)

RESULTS:		1	2	3	4	5	6
DBASIC	*	17	49	10	4	1	9
GFA	*	48	527	10	6	14	23
FAST	*	66	526	6	7	16	256
NEW ST	*	303	1100	15	16	38	227
GFA	**	17	168	9	4	1	22
LDW	**	7	4	4	3	2	14
PHILON	**	12	111	30	8	2	58
SOFTWORK	**	379	2542	150	22	34	62

DBASIC's disk format is tailored for maximum speed. Although most of the increase in speed has been duplicated by TWISTER and some other format

utilities. DBASIC's larger buffer size has increased the speed of reading large files by 87% over TOS.

Booting up a DBASIC disk gives you an amazing 917,376 free bytes on a 1040 ST with TOS in ROM. ST BASIC leaves 710,976 and GFA BASIC leaves 810,660. The latter two Basics are on a minimum system disk with no accessories. To my knowledge no other interactive Basic uses as little memory as DBASIC. Part of the increase in available memory is the replacement of TOS with a smaller operating system.

The DBASIC manual is written largely in an informal manner that makes it easy to read. This manual is split into two sections. The first section is a 100 page introduction to DBASIC that ranges from what warranty comes with DBASIC (none) to where the internal tables are buried. How DTACK (the authors of DBASIC) describe their warranty is an excellent example of the manual's style:

Publications, such as a Travis McGee novel, are copyrighted. Ever see a warranty for a Travis McGee novel? A license? DBASIC has no license and no warranty because it is a publication.

The last half of the manual is a reference manual on each of the more than 100 verbs used by DBASIC. Each verb or command has its own page and one or more examples.

One of DBASIC's strong points requires some background. All disks become fractionalized. As you create and delete files of different sizes, large blocks of space disappears and are replaced by small blocks. This means that your file has to be split up so it can fit in the blocks left. It should be no surprise then, that the ST will spend a lot of time looking for all the pieces that makes up a file. DBASIC is designed so that problem is minimized. In addition no file can be deleted on the current disk so you can always recover scratched files. Scratched files cannot be backed up until unscratched however.

### DBASIC weakness:

Of all the interactive Basics on the ST, DBASIC is the only one that uses only one screen. Although almost everyone agrees that ST BASIC's four screens are too many. It would be nice if DBASIC had a separate edit and output screen.

To get maximum speed DBASIC replaces TOS with its own operating system and is not compatible with TOS. When you use DBASIC you must give up GEM, TOS and all programs that run on them. To better understand the impact of DBASIC think of it as new machine that is about 2 to 4 times as fast as the ST that can be purchased for around 40 dollars and requires a ST for the hardware. The DBASIC machine is like a very big and very fast Atari 800. It doesn't have sound, windows, midi ports or joy/mice ports. By using peeks and pokes it should be possible to access all the hardware on the ST but there is no direct Basic access to these features.

*(Continued on the next page)*



## Buy or not to buy?

If you don't ever want to give up the Atari ST computer even to get an much faster and more accurate interactive Basic then DBASIC is not for you.

If on the other hand you a curious what a different 68000 based machine might look like, If speed is more important for a project than the ability to use other Atari ST software while running basic or If you want to try your hand at assembler using a fast assembler then DBASIC might be for you.

If you think you might want to get DBASIC then get a public domain version from your ST librarian to try it out. Note this version has all the demos and utilities described above but comes with no documentation.

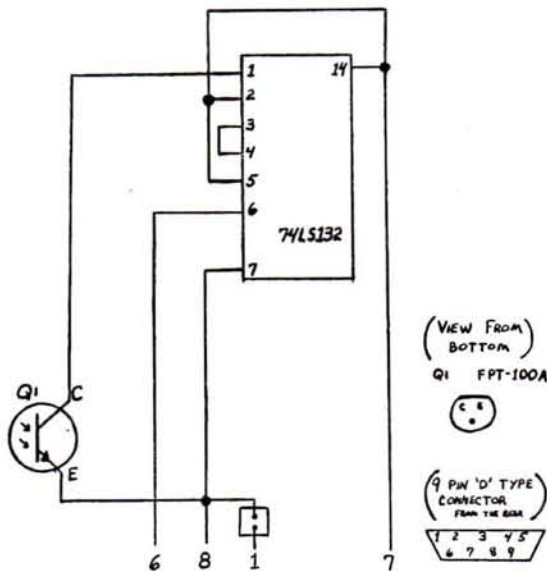
You can purchase DBASIC for \$42.95 by calling DTACK at 505-989-9572 during normal working hours.

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## CORRECTIONS & OMISSIONS!

From the October '87 PSAN  
Submitted by Thom Lawless, R-ATARI CLUB

**THE LIGHT PEN - IMPROVED (Pg 15):** Here is the omitted schematic diagram for the revised lightpen circuit.



**EXPANDED MEMORY TESTER (Pg 23):** Program lines 140 and 280 should be changed to read as follows:

```
140 FOR Z=1 TO 1096:READ A:B=A+B:NEXT Z:RESTORE:
IF B(>)119118 THEN ? : ? :
? " ERROR IN DATA LINES!!":? :END
```

```
280 DATA 210,146,141,1,211,177,203,201,3,208,4,162,4,
208,60,162,13,189,210,146,141,1,211,169,2
```

Additionally, be sure that BASIC is disabled before running the AUTORUN.SYS file created by this program.

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# Make the News

## HEADLINES

THE PUBLICATION OF DEDICATED EASY-DRAW USERS • VOLUME 1 • ISSUE 1



Pictured here is a sample of what the new Easy-Draw Supercharger can do! The photograph was scanned at 1500P, loaded into Easy-Draw and printed at 300 DPI on the HP Series II laser printer.

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# Product Reviews - ST & 8-Bit

## **BOULDERDASH CONSTRUCTION KIT**

*An ST Game Review by William F. Estes, STUDIO/BRACE*

EPYX it seems has the rights to Boulderdash and has released this popular game now for the ST. This is a bit of a mixed blessing for me, as Boulderdash was my personal all time favorite game on my old 8-bit 800XL. Epyx has made some changes in the format in that they didn't just port over another game for the ST, but created a way to create your own personal game and maze. While the play of the game is virtually the same as the old 8-bit game, they have added a few new wrinkles that help to make the game a bit more interesting. That was nice, but sadly, they didn't take advantage of the power offered by the ST machines. This is basically a pure port of a 8-bit game into machine language that will run on the ST's.

While Boulderdash Construction Kit is a good program in itself, we compared 8-bit and 16-bit games side-by-side, and they were virtually the same. This isn't bad, but if you are going to put this game out in 8-bit format also, at least improve the graphics a bit for the ST line. So much for personal disappointment. Boulderdash Construction Kit comes with all the tools you need to make great mazes and tough courses for Rockford, our diminutive hero (Rocky is an Ant), and he has to gather up enough diamonds to finish one level and go on to the next level.

The construction part of the game will allow you to create your own wild and wonderful maze's to test your skills but to also save these maze's and make your own Boulderdash game to amaze your friend's and confound those who love to solve this kind of arcade game. You can create walls, there is even a new growing wall, place boulders and diamonds, add slime and amoebas, along with the usual assortment of butterflies and fireflies. When you drop a boulder on a butterfly, it will explode into diamonds and this will help solve a problem when you don't find enough diamonds to gather so you can go to the next level. There are many other features to the construction kit itself, but you can learn them for yourself. You can test a new screen after you have designed it to see if it really is tough enough or needs improvement, and can then save it to add to your own Boulderdash game. While this isn't really a flaw, I would like to state that after you have lost all your lives in a game and it is over, it automatically dumps you back to the loader screen, which asks you what game you wish to load instead of just having a title screen with an exit box or restart game box. All in all I would have to say that the graphics are fair at best on the ST, the play of Boulderdash is the best part of the game. The construction kit option will help to keep you constantly creating the definitive screen to make our hero keep on his toes.

The ST conversion was done by Data Byte and Paul Carr, with the screens that come with the game were designed by Fernando Herrera. If you like a good maze game, this one offers some difficult puzzle's and some that I found to be fairly simple. This game has lots of potential and will keep you amused for a long time. While I was a bit disappointed that the capabilities of the ST were not fully used, I am glad that Boulderdash Construction Kit is out on the shelves and I hope will be enjoyed by many of you that like arcade games. See it at your local Atari store and pick up your copy today!

*finis*

## **AWARDWARE**

*An 8-Bit Printing Utility*

*Reviewed by O. Crawford, STARBASE*

Hi-Tech Expressions

\$14.95 800/XL/XE

Have you been discouraged by the fact that other computer owners can print out awards? Have you wished you could do the same on yours?

Now you can print out all those awards, certificates, ribbons, tickets, coupons, checks, and more that you haven't been able to do before without going to a lot of trouble and work.

Hi-Tech Expressions neatly fills a gap left by Printshop and Typesetter with their **Awardware** program which allows you to express creativity in a lot of different ways by mixing and matching your text with a selection of border designs, fonts, graphics, and seal designs. You can also create and print out awards, licences, tickets, prize ribbons, letterheads, rewards, and much more with this elegantly simple program.

As the disk is not protected, it allows you make a back-up copy for your own protection against damage. This, to me, is one of the most advantageous aspects of any program.

Be sure and fill out and mail in your registration card. Hi-Tech Expressions offers many discounts and free offers *only to registered owners*. Thus, by taking advantage of this, we have received 3 full disks of graphics for use with a number of their programs; and the extra disks make the programs more versatile.

The manual included in the package is 28 pages long, but most of this is dedicated to graphic illustrations of the capabilities of this program. The documentation only takes up 3 pages of a walk-thru demonstration of how to use **Awardware**. Although short, these docs are very thorough and easy to understand. After doing the short walk-thru, you have mastered the art of making certificates (and much more)... to award to those you think deserve something more personalized than the off-the-shelf stuff that is mass produced and available to anybody.

We purchased this program about 3 months ago and have enjoyed it so much that we have decided to make this the first of the NEW software to purchase for the monthly raffle. The winner of this package will be able to pass on his/her winnings to those who receive his/her personalized recognition.

Other programs by this company include Cardware, Heartware, Partyware, and the Christmas Jingle disk. We own all of these specialized programs and will review them here in upcoming months. Hi-Tech Expressions has an excellent product for the price in our opinion, and we hope to see them come out with lots more.

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## **SEE YOU AT THE MEETINGS!**



## THE SX212 MODEM Atari's New \$99.95 Value

Reviewed by Thom Lawless, R-ATARI CLUB

First I must thank Rich Pratt at IsleTech for 'lending' me the SX212 modem to test out and review, thanks Rich!

First thing I did with this poor unsuspecting (great working) modem was to put it to the 'acid' test. I connected it to our club BBS. Since these type of programs are kinda finicky, I thought this would be a good place to start. The BBS 'runs' with BBCS from ANTIC, several disk drives, an 850 interface, and some other assorted hardware. This modem operated flawlessly (++). I couldn't believe it. Not one caller (and there were many over these two days) had to press return more than once. The normal BBS modem has, on occasion, required that you press return several times, which can be annoying. Several downloads were sent, several uploads were also received, not a single problem was noted. Damn near perfect record so far...

Next I used it to call several BBS's and up/download files. Again it performed flawlessly, using both AMODEM X.X and EXPRESS 350 (++). I thought, could there be anything wrong with this modem?

There was, no SIO handler. HMMM, I called ATARI CORP., yes they know there is no handler out yet.. Expect it before Christmas, no source code for the handler will be released either. So I pressed for more information. Keith at ICD is doing SXEXPRESS to be released by Christmas. The SIO cable, and software will be available then at a 'reasonable' price for those who need it for their 8 bit Atari systems.

Ok, now I've found this perfect modem's imperfection. No SIO support at present. HMMM, must be something... There was, (thanks Tom Nietzel), the RVERTER handler. Not a perfect solution as of this writing, but very workable, and easy to use. You see, you can't use the autodial option, the handler doesn't 'see' the 'connect' signal from the modem. No it's not the modem's fault, it's just the way 'RVERTER' was written. The solution is to force the system into the 'online' mode and ADT (tone dial) YOUR NUMBER, when you connect you will know. Or in the case there are still those of you whom have only pulse dial systems ADP (pulse dial) YOUR NUMBER. The ADx are part of the HAYES compatible command set that are built into the modem. I understand Tom Nitezel at S'P'A'C'E has undertaken the task of trying to rewrite the RVERTER handler so it will work all the way with the SX212 and AMODEM X.X. Wish him good luck!!

Let's go back a bit and recapture the rest of the good points before I get into the bad points and my personal rating of this modem. Nice, affordable price (+). The modem is sleekly styled. I can't decide if it matches the ST's or the XE's the best. (I'll ask my wife's hair dresser...). at any rate it looks good. It is slightly smaller than a HAYES, or most other modems for that matter, but it is quite heavy for a small package. There must be lots of goodies inside.

The command set appears to emulate all of the HAYES command set (+). In fact the manual covers each command and it's variables in fair detail, (another +). The power supply is located in a wall mounted affair, good for keeping the heat and noise away from the modem (+). It seems to auto-configure itself to your system. More like it configures to the way your communications program thinks a HAYES should be set-up (+). It has it's own speaker, a real nice touch, no more looking for the switch for the 'ole homemade amplifier/speaker (+). There are also no 'DIP' switches to fool with, with the way this modem seems to work you don't need them. But coming from an old school, I always seem to miss those types of things, they always give me a sense of control of the mechanical. (like the saying in WEST WORLD, 'nothing can go wrong'...), this is a natural (+/-).

Now to my bad points. No direct, timely 8 bit support. If you already have an 850 interface or a P:R connection then you're set. There is no phone cable to hook the modem to your phone system with, a definite (-). Also there is only one phone jack, so if you want your cake and eat it too, you have to buy a 'Y' connector to split off the line to the phone (-). The volume control for the speaker is recessed, (so it says in the manual). I didn't realize that I would need a drilling rig to get to the adjustment to turn it down (-). I have the tools, they're part of my work, but I don't think most people have them handy so I do have to give it the minus. The power switch (-). It is difficult to reach if the modem is in a small enclosed area. The switch is in the rear, sandwiched between the phone jack and the rear case edge. Even when it is in the open you almost have to look at the rear to make sure you turn it off without jamming the phone jack or your fingers. Last, (really??), are the front panel lights. Yes, it has LED's for lights, they are not very bright, and the frosted plastic covering over the lamps does nothing to improve their visibility (-). At times I had to turn my lights off to see if it was still working, honest. I try to believe my system when it tells me it's working (nothing can go wrong...), creeps into my mind. Just can't help it.

I know I nit-picked the modem. The better the product seems to work the harder it is to find something you don't like. But keeping in mind the plus's and minus's I would personally rate it at a 8.5. I've never seen a 10 and 9 is pretty close to that, so I feel the rating is justified. I would buy one if I didn't already have 2 other modems. If one of those decides to go 'out to lunch' I will buy one. All in all, ATARI CORP has done themselves proud with this fine addition to their ever expanding line of computer products. If you've never owned a modem this is about the best you'll get for the money, and besides, it's an ATARI!!

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# Product Review - 8-Bit

## THE NEW EXPRESS BBS

By Keith Ledbetter

(Reprinted from ZMAG #66, 8/87. Edited by G.R.A.S.P. Gazette)

Since everyone seems to be asking me all the time what the new version of BBS Express! is going to be like, I thought I'd throw together a little overview of the new system.

First, let's talk about the upgrade. This upgrade is for the **\*850 VERSION\*** of the BBS first, and is being called **'BBS Express! Professional'**. This version is targeted at the serious, big-system Sysop. Also, this upgrade will ONLY run on Spartados 3.2x or greater. TDLIN and ZHAND must be installed. This means that the RTIME 8 is fully supported (along with Spartados' internal software clock if you don't have an RTIME 8 cartridge).

What do I mean by "big-system"? Well, the MOST important thing with **BBS Express! Professional** is that you have a ramdisk, since every command (and I mean **\*EVERY\*** command -- even ASCII/ATASCII toggle!) is an "external command", and must be loaded from a disk. Without a ramdisk or a hard disk to load these commands from, the BBS is going to be painfully slow (you might be able to survive with a US Doubler'ed 1050 in high speed). With a ramdisk or hard disk, all commands load almost instantaneously. Now, don't get me wrong -- you don't HAVE to have a large ramdisk or hard disk to run **BBS Express! Pro**, but it is highly recommended because of slow floppy disk access time.

**BBS Express Pro** is written in 100% machine language. The main shell of the BBS sits in memory from \$3000 - \$6000. This shell contains common routines that are accessed a lot by the external, chained programs (such as the routines to display strings to the modem, get input from the modem, view text files, etc.). Also, there are system vectors that you machine - language programming sysops can use to access these shell commands to easily and quickly write your own commands! All of the "external commands" (such as the message base processor, the call - for - sysop command, the browse downloads comand, etc.) are loaded into memory at \$6000 when they are needed. The beauty in this type of a system is that we are now no longer limited by the machine's memory space. Each external command can be up to 16K in length (larger than just about any DOS you'll ever run!).

The BBS is currently about 1 month (maybe) away from going into full Beta test. The primary Beta test site will be **MOUSE BBS** (219) 674-9288. Hopefully a long Beta test period will not be needed. Another nice feature of the 'modularized layout' is that if there happens to be a bug in one of the external commands, only THAT command has to be changed. This sure makes it convenient for putting updated or modified commands in the download section of the support BBS.

OK, enough of this garbage, you say? You want to know what it can do?!? Well, here's a list of the currently in and proposed functions. Some are currently in, and others in this list are pure blue-sky and may not be out in the initial release. But, they can easily be written later as modules, put on the support BBS, and be downloaded by you. You

would then just add the letter of the command to invoke the new module to your 'command table definition', and you would have a new command. The ones marked below with an '\*' will definitely be in the initial release. Those marked with an '-' are planned to be initially released or be available for download sometime after the initial release.

- \* 30 and 80 column support, along with separate ATASCII/ASCII menu file areas.
- \* 300/1200/2400/9600 baud support. The 9600 is really sort of a fluke, but it's there anyway. If anyone ever tells you that their 8-bit Atari program can support full 9600 baud, you tell them that I said they are full of ... well, never mind.
- \* Fully threaded message bases (see replies, reply, follow thread, etc.).
- \* You can edit messages you previously posted.
- Certain messages can be 'locked' by the Sysop so that they will not be deleted by the 'automatic deletion' portion of the message base processor.
- \* Up to 32 different message bases, each one having up to 250 4000 - byte messages.
- \* File browsing by the mask you enter (such as '\*.\*' or '\*.COM', etc.).
- \* 516,128 download files divided into 32 possible "file SIG areas", each one allowing up to 16,129 files!
- \* Download files now use the entire 8 character name and 3 char. extender.
- \* Full file descriptions on each download file. Each file can have a description of up to 240 characters.
- \* Standard XMODEM, CRC XMODEM, and YMODEM support.
- \* FULL on-line user editor that can be accessed either from on-line or from the 'waiting for call' screen.
- \* Each user has 320 'security flags' that you can turn on or off to control virtually every action they can take. These flags control such things as: Which message bases can this user READ. Which message bases can this user POST on. Which file areas can this user access. Incredibly easy to set up a user to have full sysop levels on one message base, by absolutely no power on any other. Great for assigning co-sysops to different areas of your BBS.
- Up to 32 trackable surveys, each one having an unlimited (only by disk space) number of questions.
- \* Fully functional 'DOS Command' area that allows the following commands (available from on-line or waiting - for - call screen):
  - DIR - disk directory
  - ERASE - erase file
  - CHAT - turn chat mode on/off
  - CREDIR - create a subdirectory
  - DELDIR - delete a subdirectory
  - CWD - change working directory
  - LOCK - lock a diskette
  - UNLOCK - unlock a diskette
  - PROTECT - protect a file
  - UNPROTECT - unprotect a file
  - AINIT - initialize a diskette
  - CHKDSK - display disk statistics (free space, etc.)
  - TYPE - view a text file
  - DIR - display current default subdirectory
  - UPLOADS - browse / validate new upload files



## 8-BIT DEMO

(Reprinted from the Atari Computer Enthusiasts, New South Wales, Australia, newsletter via the M.A.C.E. Journal. Letting the screen go into the attract mode is said to add to the effect.)

```
10 GRAPHICS 23:POKE 710,10:POKE 709,4:POKE 708,14
20 COLOR 1
30 PLOT 40,80:DRAWTO 52,75:DRAWTO 52,65:DRAWTO 64,60:
  DRAWTO 64,50: DRAWTO 76,45:DRAWTO 76,35:
  DRAWTO 88,30
40 DRAWTO 88,20:POKE 765,1:POSITION 40,40:GOSUB 1000:
  POSITION 40,80:GOSUB 1000
50 DRAWTO 70,95:DRAWTO 118,75:DRAWTO 118,35:
  DRAWTO 88,20
60 PLOT 118,45:POSITION 106,50:GOSUB 1000:
  POSITION 106,60:GOSUB 1000:PLOT 106,60
70 POSITION 94,65:GOSUB 1000:POSITION 94,75:
  GOSUB 1000:PLOT 94,75
80 POSITION 82,80:GOSUB 1000:POSITION 82,90:
  GOSUB 1000
90 PLOT 118,45:DRAWTO 88,30:PLOT 106,50:DRAWTO 76,35:
  PLOT 106,60:DRAWTO 76,45
100 PLOT 94,65:DRAWTO 64,50:PLOT 94,75:DRAWTO 64,60:
  PLOT 82,80:DRAWTO 52,65
101 PLOT 82,90:DRAWTO 52,75
110 COLOR 2:POKE 765,2:PLOT 89,21:POSITION 89,29:
  GOSUB 1000:PLOT 89,29:POSITION 117,43:GOSUB 1000
120 PLOT 77,36:POSITION 77,44:GOSUB 1000:PLOT 77,44:
  POSITION 105,58:GOSUB 1000
130 PLOT 65,51:POSITION 65,59:GOSUB 1000:PLOT 65,59:
  POSITION 93,73:GOSUB 1000
140 PLOT 53,66:POSITION 53,74:GOSUB 1000:PLOT 53,74:
  POSITION 81,88:GOSUB 1000
999 GOTO 999
1000 XIO 18,#6,0,0,"S":RETURN
```

\*\*\*\*\*

(The New Express BBS - Continued)

COPY - copy files  
RENAME - rename file(s)  
TIME - set time  
DATE - set date

- The following are available from the 'Waiting for Call' screen:

- \* Full user editor
- \* Enter DOS commands
- \* Browse / validate new upload files
- \* Toggle chat mode on/off
- \* 5 different 'logon' modes
- \* Exit to DOS
- Display today's call log
- Print / Delete today's call log
- Terminal program
- Change SYSDATA file definitions

I'm really excited about this version of the BBS because it is expandable. Probably the best comparison I can think of is SpartaDOS; almost every command there is external. If you want a new command, you just put a new .COM file on your disk.

Also, since there is no PROMPT.OBJ file in BBS Express! Pro, most of the source code for the external BBS commands will be provided on the disk (in MAC/65 format). It should be no problem for you (or someone you know) to customize prompts to your liking.

(Concluded at right - bottom of page)

## DEAR CHIP

The "New Age" Advisor!

Dear Chip,

I hope you can help me. You see, it's my wife. All she does, is play with her computer. You think she'd tire of it! I can't figure out what to do, so she'll pay some attention to me. How long can a guy spend, cleaning house and doing dishes, anyway?

Please help me get my wife back. Mother is coming and I just can't stand the thought of BOTH of them, sitting there playing 'Guild of Thieves' 'til 3 in the morning!

Sign me,

Wimpering in Wallingford

Dear Wimp,

First of all, let's take your apron off, so we can have a man to man(?) talk!

I wish you would have told me how long it takes you to clean your house. I think if the real truth were to be known, YOU probably bought the computer and are mad, because your wife found out how much fun they really are!!

Why don't you buy a second ST and show her just what your made of! Take off that apron. Forget about the dishes. Besides, mother's coming, she'll get them!!

As far as getting your wife to pay you some attention, take her to a user group meeting and impress her by asking some really tough questions. Questions like, "What does ST stand for" or "What is a software pirate"? If she doesn't beg you to take her home, then my name isn't "Dear Chip"!

Happy Hacking, Chip

\*\*\*\*\*

(The New Express BBS - Concluded)

Have you got any other ideas you would like to see included? Well, logon to **Midnight Express!** and leave a message in the 'registered owners' section and I'll be sure to put them on the 'wish list'.

Now, about time-tables. This BBS version is a major undertaking, and there's nothing I hate more than a program being released with bugs in it. I think a reasonable date to shoot for would be around the first of next year. So, those of you who are getting a little upset with some of the limits of the current version; stay with us just a little bit longer.

On a closing note, I'd like to say "Thanks" to all of you who have supported both myself and Orion Micro Systems in the past by purchasing our BBS program. You have helped us prove that there is still some money to be made on the 8-bit Atari if you put out good products at fair prices.

Take care, Keith Ledbetter

\*\*\*\*\*



## Product Reviews - ST

### INTO THE EAGLE'S NEST

An ST Game Review by William Estes, *STDIO/BRACE*

A small company by the name of PANDORA may have a hit on it's hands. They are distributing their new product "INTO THE EAGLE'S NEST" through Mindscape. Eagle's Nest is at first glance just another mindless violence shoot-em-up type game, but hold onto your M-1's, there is a lot more to this game than meets the eye.

**DATE:** March 8, 1945. **TIME:** 12:43.

**MISSION:** Destroy the Eagle's Nest.

**BRIEFING:** Six key divisions are in your area - the main force is believed to be quartered in the Nazi fortress codenamed Eagle's Nest. Command is concerned that the increase of axis troops may represent preparations for a new counter-offensive. Three allied saboteurs sent into the Eagle's Nest have failed to report back. Intelligence indicates limited success by the third man.

**ORDERS:** Penetrate the Eagle's Nest. Rescue captives before they break. Destroy Eagle's Nest using hidden explosive caches. In the process, save as many stolen art treasures from destruction as possible. Good luck.

Sound easy? Well it ain't! First off, you can only carry 99 rounds of ammo, and if you take a total of fifty hits then you die. Or if you manage to find enough keys to open the metal doors, you must fight enemy troops (they never seem to run out of enemy troops), and still find ammo along the way! Wait, there is a bit of good news. If you find a first aid kit and get it, all of your hits will disappear and you will be well again; you may also find cold food and it will remove 10 hits. The castle has four levels of mazes that you must figure your way through, finding valuable treasures, keys to open doors (metal)

and blasting your way through wooden doors and finding your elevator pass that will get you to another level. When you have done all these things you must find the hidden explosives and shoot the detonator, gather up the captured prisoners and escape the Eagle's Nest with out being killed. 'A PIECE OF CAKE'. Very, very wrong! Strategy is crucial to the success of this mission. You must use all of your skills to stay alive, hide and kill enemy troops without being wounded or hit, learn the maze of Eagle's Nest, and with great stealth, succeed in your mission.

The graphics of Eagle's Nest are super and take advantage of the superior capabilities offered on a 'ST'. Your view of the action is from above (much in the same manner as Gauntlet) and you have a fair view of approaching enemy troops. Still the amount of the maze that appears on a screen is still fairly small. While the graphics are clear and crisp, the variety of objects that you find are limited. The sound seems to be digitized and the sound of your rifle firing is good along with the sounds of opening metal doors and the sound splintering wood makes as it is blasted.

There are two different 'Castles' to choose from along with an easy or hard choice (easy means the enemy troops die when shot once, in the hard option they have to be shot twice). The other option allows you to choose between just blowing up the Nest or saving one, two or all three prisoners and escaping before the Castle blows up.

This Arcade type game will be a great addition to any game collection. Not only is a quick trigger finger and stealth needed, but a fair amount of strategy is required to complete any level of this game. 'Into The Eagle's Nest' might not be a typical war simulation but it would be my guess that you will enjoy many hours trying to win and conquer this game.

\*\*\*\*\*

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### WORLD KARATE CHAMPIONSHIP

An ST Game reviewed by Matt Martin, *S\*P\*A\*C\*E*

Epyx, Inc, 600 Galveston Drive, Redwood City, CA 94063

System Requirements : Atari ST Color System

World Karate Championship by Epyx is an excellent karate game. It takes full advantage of the ST's outstanding graphics and lightning speed. This karate game has some interesting features. It will allow you to let the computer play against itself, you against the computer, player verses player, or even two players at once against the computer!

The game starts out slow, but builds up speed as you gain different colors of belts. You can make your opponent see stars with a flying kick, or knock the air out of him with a punch to his stomach, and many other moves are available.

Even though the graphics are stunning, the sound is not all that good. The programmer(s) could have used digitized sound like in Karate Kid Part II (Ed, Also reviewed in this issue). I have also noticed that the screen will flicker every once in a while, or it will show the whole screen filled with your player for instant of a second.

If you're interested in a karate game, this one is the best. Butler's Computer Service has it for \$35.95 and it is well worth the money!

\*\*\*\*\*

## SUPPORT YOUR CLUB - BRING A FRIEND TO THE MEETING!



## MUSIC CONSTRUCTION SET COMMENTS...

By Carolyn Caine, S\*P\*A\*C\*E

New from Electronic Arts  
About \$45  
System Requirements: Color ST

This is not a review, because I have not used the program enough to write a review and I am no musician. At my house, however, we have 2 synthesizers -- a CZ-101 and a Roland S-50 (actually a sampler). See I told you I am no musician. I wanted these machines to play music. Maybe the family could sing Christmas Carols or something without someone trying to play who is not comfortable doing it and gets frustrated easily. So along comes a program so simple and yet complete enough that I can make the machines play real music.

This program's biggest draw back in my opinion is that it allows only three voices. That is, you can only play 3 notes at the same instant. If you play a full chord on the bottom there is no room for the melody. I suppose EA thought this was necessary because they figured us poor Atari owners would only be using the 3 voices in our machines. They did, however, provide MIDI support. Interesting.

However, I was able to take a music book and copy the notes on to the screen as simple as point and click. In a short time I had a playable version of Amazing Grace. It sounds very good on the synth and sampler, but a little staccato-e on the ST. I may just be missing something though. The music that comes with the program sounds pretty good. This program allows you to input up to a 4 octave range from the keyboard of your synthesizer if you wish. It lets you change tempo, copy sections of your score, repeat sections, all manner of editing. It has supposedly set up 16 voices in the program, but I fail to hear the difference. You can use the program as a synthesizer to create your own sounds and you can print out your music.

That means that this program has a sequencer, a tone generator, and the ability to print the music all in one program. Most programs with all those capabilities cost \$200 and up. They also can handle more voices (notes played at one time in this case). For me this program seems like a really great buy.

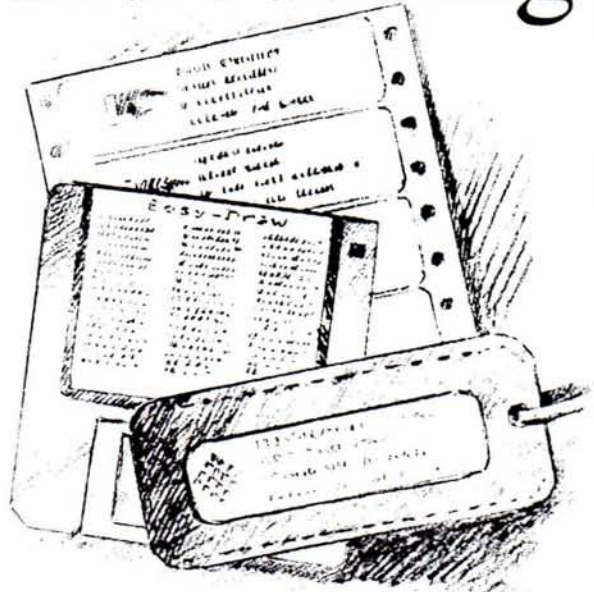
It is extremely simple to use and doesn't take any time to learn. It will do a lot for the young or novice musician. It is also the very first program I have ever seen from Electronic Arts that I thought was worth the money or for that manner even useful. I know many of their programs have rated well, but they just haven't been ones I had any use for or interest in. Thanks EA for a product I really like. Just wish you had put in 3 more voices for MIDI.

Again I state this only an overview not a review of this product. Hopefully, someone with more music experience will write a through review.

\*\*\*\*\*

## SUPPORT YOUR CLUB

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# Puget Sound Atari News

## PSAN UPDATE

By Jim Chapman

**ATARI TREK '88** Yes, some of us have begun informal preliminary discussions on this subject. The initial planning meeting was slated for Dave Hanthorn's home on Mercer Island at 7:30 PM on October 29th (this date still five days away as I write). It appears that a mid-May '88 date at The Seattle Center Flag Plaza Pavilion might be the most feasible target date for the show. If so, we've got to get a working organization and firm show dates established by the first of the year. Key action officers for the proposed Atari Trek '88 Planning Committee are needed - so get involved! For the time being I'd suggest you call Dave Hanthorne at 232-3009 or your club's President if you'd like to take on such a responsibility. Anticipate that planning meetings will be at Dave's Mercer Island home on designated Thursday evenings (same as AT '87).

**M.A.G.I.C.** Several recent PSAN reprints credited to the MAGIC newsletter should have shown *The Sourcerer's Apprentice*, published by the Michigan Atari General Information Conference, in Warren, MI., as the proper source. Our apologies. According to Editor Mike Lechkun, The Atari Magic Show, in Southfield MI on August 28-30 (of which M.A.G.I.C. was a co-sponsor), was successful and included display of Atari's new Mega ST4, PC, SX212 modem and the XE Game Machine. Mike had kindly sent us a packet containing the show's attractive souvenir program and recent issues of *The Sourcerer's Apprentice* - a nice newsletter. Thank you Mike, and M.A.G.I.C. too!

\*\*\*\*\*

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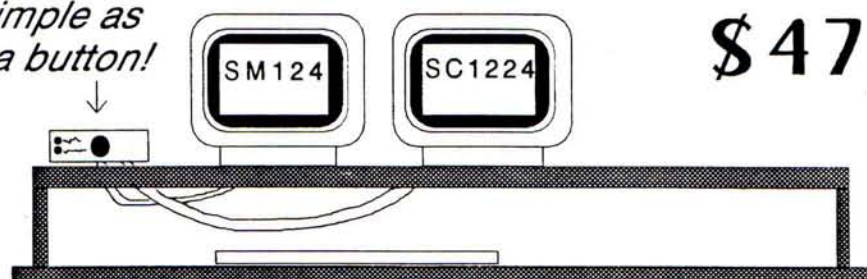
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## KORONIS RIFT MODULE GENERATOR *or How To Win - Every Time!!*

An 8-Bit Game Utility by Michael D. Bjorkman, S\*P\*A\*C\*E

In 1985 Luscasfilm Games released their third game, Koronis Rift. In the game you play the part of a 23rd century techo-scavenger who's stumbled across the fabled weapon testing ground of the Ancients. The object of the game is to accumulate points by looting weapons from the hulks found in the Rifts. However, this is no 'Easter Egg Hunt!' The Rifts are protected from thievery by Guardian Saucers which fire continuously at you while you are in the Rifts. If they hit you often enough your Surface Rover is vaporized which ends the game. After having the game repeatedly ended in the first few minutes of play a new goal to the game occurred to me: revenge on the Guardian Saucers.

Unfortunately within the normal strictures of the game it is easier to dream of striking back at the Guardians than it is to accomplish since the play balance is heavily in favor of the Guardians. Hence an approach outside the usual confines of the game is necessary.

The BASIC program given in Listing 1 reverses the play balance designed by the authors of Koronis Rift. This program writes weapon characteristic data to the sectors used by the save game feature. These new weapons have been modified by me and essentially make the player invincible. (If you work at it you can get yourself vaporized, but it's not easy.)

Before typing Listing 1 determine the version number of the Koronis Rift game disk you are using. This is done by booting DOS 2.0 or 2.5, inserting the Koronis Rift game disk into the disk drive and selecting menu item 'A'. Koronis Rift Version 3.0 was used exclusively to develop Listing 1, hence Listing 1 will produce unpredictable results with other versions. I don't know whether any versions other than 3.0 have been distributed, however if you do have a different version, then you will want to use Listing 1 on a back-up of your game disk. A method for producing a saved game disk is described below. Writing to your original game disk is not recommended.

To use Listing 1 first type it in. Listing 2 is checksum data for verifying your typing and is not part of the program. I used the Unichack checksum program from ANALOG #31 (June 1985) to produce Listing 2. If you don't have a copy of Unichack ignore Listing 2 and hope for the best.

Place the working copy of Listing 1 to one side and create a saved game disk. This is done by using a sector copier to copy the game disk. I used Ernie Negus' sector copier published in the September '85 ANTIC. The sector copier will not produce a copy from which you can boot the game, however you can save and load a game to and from the copy. To save a game to the saved game disk, boot the Koronis Rift game disk and go to the Science Droid area. Insert the saved game disk into the disk drive and save the game which initially boots up to the saved game disk.

Now set the saved game disk to one side, reboot your computer and run Listing 1 from BASIC. The program first asks you to insert the saved game disk and press a carriage return. Selection of the slot in which to place the module is made from the first menu. Note that you can not place modules into the storage area, hence you are limited to placing a total of 6 modules in the 6 available slots. You do not have to fill all of the slots and you may write over a slot if you change your mind on what to place in the slot. Module types are selected from the second menu. There are 13 different types of modules. Some of them are helpful, some of them are benign, and some of them are a hindrance. Selection of the laser, shield, drive, RADAR, and car radio modules calls up more menus with more choices to make. Just follow the instructions and experiment if the instructions aren't clear.

Once all the desired choices have been entered and you are in the first menu, you can exit from the program by typing a capital X. The program then asks whether the saved game disk is still in the drive. If not, insert the disk into the drive and press return. This causes the selected module data to be written to the saved game disk.

To utilize the weapons created with Listing 1 one must first boot the Koronis Rift disk, and 'Call Ship' to enter the Science Droid area. Exercise the 'Load' saved game feature to have the created modules appear in the Surface Rover module area.

Have fun blasting saucers and poking around. Personally, I love to go into the Rifts with the car radio playing the Koronis Rift tune and trash hulks and saucers. It is especially satisfying to disintegrate the saucers as they are passing overhead, so you can watch the peices drifting down past the Surface Rover window. For the sightseers, Rift 6 has an interesting hulk in it, pay it a visit. Rift 13 has a message written into the terrain so take a mapper. A mapper is also needed for Rift 14 because it is convoluted. Rifts 9, 12, 13, 17, 19 and 20 have saucers parked on the ground. Watch out for them for they are potent. Rift 20 has the Guardian base in it. The only way I've been able to destroy it is to send the Repo-Tech to loot it, and then shoot the Repo-Tech.

### Listing 1. BASIC Program

```
1000 REM ++++++
1010 REM Koronis Rift
1020 REM Module Generator 1.0
1030 REM by Michael D. Bjorkman
1040 REM July 1, 1987
1050 REM ++++++
1080 DIM BUF$(256),TOP$(14),TOPNO$(14),MIDDLE$(24),
MIDDLENO$(24),BOTTOM$(34),BOTTOMNO$(34),
SYMBOL$(65),ML$(4)
1090 BUF$(1)=CHR$(0):BUF$(256)=CHR$(0):BUF$(2)=BUF$
```



# PSAN Feature Article - 8-Bit

```

1100 GOSUB 2180:OPEN #1,4,0,"K":POKE 752,1:DCOMND=82
      :GOSUB 1930:FOR I=1 TO 6:BUF$(I,1)=CHR$(255):
      NEXT I
1110 ? CHR$(125):POSITION 10,5:
      ? "select system position":POSITION 9,6:
      ? "in module area to add to"
1120 POSITION 13,17:? TOP$:POSITION 13,18:? TOPNO$:
      POSITION 8,19:? MIDDLE$
1130 POSITION 8,20:? MIDDLENO$:POSITION 3,21:
      ? BOTTOM$:POSITION 3,22:? BOTTOMNO$
1140 POSITION 10,9:? "press 'X' to exit"
1150 GOSUB 2040:POS=CHAR:IF POS=33 THEN 1910
1160 IF POS<1 OR POS>6 THEN 1150
1170 POSITION 10,10:? POS:FOR DELAY=1 TO 10:
      NEXT DELAY:OFFSET=POS
1180 REM ++++++ system menu ++++++++
1190 ? CHR$(125):POSITION 10,5:POKE 82,15:
      ? "select system to enter":? "1. laser":
      ? "2. shield"
1200 ? "3. generator":? "4. drive":? "5. ECM":
      ? "6. RADAR":? "7. power reserve"
1210 ? "8. automatic tracker":? "9. ?????":
      ? "A. mapper":? "B. saucer freezer"
1220 ? "C. car radio":? "D. RT destroyer":
      POSITION 10,20:? "Which number":POSITION 22,20
1230 GOSUB 2040:WEPNUM=CHAR:
      IF WEPNUM<0 OR WEPNUM>13 THEN 1230
1240 ? WEPNUM:FOR DELAY=1 TO 10:NEXT DELAY:GOSUB 2100
1250 REM laser
1260 IF WEPNUM<>1 THEN 1370
1270 LABEL=2410:GOSUB 2390:? CHR$(125):POSITION 10,5:
      ? "choose laser color":? "1. purple"
1280 ? "2. blue":? "3. green":? "4. yellow":
      ? "5. orange":? "6. red"
1290 GOSUB 2040:COL=CHAR:IF COL<1 OR COL>6 THEN 1290
1300 ? COL:FOR DELAY=1 TO 10:NEXT DELAY:COL=COL-1:
      BUF$(OFFSET+14*6,OFFSET+14*6)=CHR$(COL)
1310 ? CHR$(125):POSITION 10,5:? "choose laser energy":
      ? "1. 1 GigaJoule":? "2. 2 GigaJoule"
1320 ? "3. 3 GigaJoule":? "4. 4 GigaJoule":
      ? "5. 5 GigaJoule":? "6. 6 GigaJoule"
1330 ? "7. 7 GigaJoule"
1340 GOSUB 2040:ENG=CHAR:IF ENG<1 OR ENG>7 THEN 1340
1350 ? ENG:FOR DELAY=1 TO 10:NEXT DELAY:ENG=ENG*32-2:
      BUF$(OFFSET+15*6,OFFSET+15*6)=CHR$(ENG):
      GOTO 1110
1360 REM shield
1370 IF WEPNUM<>2 THEN 1400
1380 LABEL=2420:GOSUB 2390:GOTO 1110
1390 REM generator
1400 IF WEPNUM<>3 THEN 1430
1410 LABEL=2430:GOSUB 2390:GOTO 1110
1420 REM drive
1430 IF WEPNUM<>4 THEN 1490
1440 LABEL=2440:GOSUB 2390:? CHR$(125):POSITION 10,5:
      ? "choose speed":? "1. 10 m/s":? "2. 20 m/s"
1450 ? "3. 30 m/s":? "4. 40 m/s":? "5. 50 m/s":
      ? "6. 60 m/s":? "7. 70 m/s"
1460 GOSUB 2040:SPEED=CHAR:
      IF SPEED<1 OR SPEED>8 THEN 1460
1470 ? SPEED:FOR DELAY=1 TO 10:NEXT DELAY:
      BUF$(OFFSET+15*6,OFFSET+15*6)=CHR$(SPEED*30-2):
      GOTO 1110
1480 REM ECM
1490 IF WEPNUM<>5 THEN 1520
1500 LABEL=2450:GOSUB 2390:GOTO 1110
1510 REM RADAR
1520 IF WEPNUM<>6 THEN 1670
1530 LABEL=2460:GOSUB 2390:? CHR$(125):
      POSITION 10,10:? "Select type of RADAR.":
      POSITION 10,12

```

```

1540 ? "RADAR points toward":? "1. hulk of selected":
      ? "race":? "2. one direction"
1550 ? " (like a compass)":? "3. saucers"
1560 GOSUB 2040:TYPE=CHAR:
      IF TYPE<1 OR TYPE>3 THEN 1560
1570 ON TYPE GOTO 1580,1630,1640:GOTO 1540
1580 ? CHR$(125):POSITION 10,10:? "choose race":
1590 POSITION 10,11:? "enter number from 1 to 32":
      POSITION 10,12:? "and press carriage return"
1600 INPUT RACE:IF RACE<1 OR RACE>32 THEN 1590
1610 FOR I=13 TO 20 STEP 7:
      BUF$(OFFSET+I*6,OFFSET+I*6)=CHR$(RACE-1):NEXT I
1620 BUF$(OFFSET+19*6,OFFSET+19*6)=CHR$(TYPE):
      GOTO 1110
1630 BUF$(OFFSET+19*6,OFFSET+19*6)=CHR$(TYPE):
      BUF$(OFFSET+20*6,OFFSET+20*6)=CHR$(64):
      GOTO 1110
1640 FOR I=20 TO 25:
      BUF$(OFFSET+I*6,OFFSET+I*6)=CHR$(1):NEXT I
1650 BUF$(OFFSET+19*6,OFFSET+19*6)=CHR$(TYPE):
      GOTO 1110
1660 REM power reserve
1670 IF WEPNUM<>7 THEN 1700
1680 LABEL=2470:GOSUB 2390:GOTO 1110
1690 REM automatic tracking
1700 IF WEPNUM<>8 THEN 1730
1710 LABEL=2480:GOSUB 2390:GOTO 1110
1720 REM ?????
1730 IF WEPNUM<>9 THEN 1760
1740 LABEL=2490:GOSUB 2390:GOTO 1110
1750 REM mapper
1760 IF WEPNUM<>10 THEN 1790
1770 LABEL=2500:GOSUB 2390:GOTO 1110
1780 REM saucer freezer
1790 IF WEPNUM<>11 THEN 1820
1800 LABEL=2510:GOSUB 2390:GOTO 1110
1810 REM car radio
1820 IF WEPNUM<>12 THEN 1880
1830 LABEL=2520:GOSUB 2390:? CHR$(125):POSITION 5,10:
      ? "select tune to play":? "1. koronis rift"
1840 ? "2. rescue on fractalus":? "3. ballblazer"
1850 GOSUB 2040:TUNE=CHAR:
      IF TUNE<1 OR TUNE>3 THEN 1850
1860 BUF$(OFFSET+19*6,OFFSET+19*6)=CHR$(TUNE):
      GOTO 1110
1870 REM RT killer
1880 IF WEPNUM<>13 THEN 1110
1890 LABEL=2530:GOSUB 2390:GOTO 1110
1900 REM
1910 DCOMND=87:GOSUB 1930:POKE 82,2:GRAPHICS 0:
      POSITION 10,10:? "all done":END
1920 REM read or write sector info
1930 ? CHR$(125):
      POSITION 10,11:? "Insert back-up disk":
      POSITION 10,12:? "and press RETURN"
1940 GOSUB 2040:IF CHAR<>100 THEN 1940
1950 POSITION 10,14:
      IF DCOMND=82 THEN ? "reading disk":GOTO 1970
1960 ? "writing to disk"
1970 POKE 769,1:POKE 770,DCOMND:POKE 779,0:
      BUFFER=ADR(BUF$)
1980 FOR SECTOR=371 TO 372
1990 POKE 779,INT(SECTOR/256):
      POKE 778,SECTOR-(256*PEEK(779))
2000 POKE 773,INT(BUFFER/256):
      POKE 772,BUFFER-(256*PEEK(773)):X=USR(ADR(ML$))
2010 BUFFER=BUFFER+128:NEXT SECTOR
2020 RETURN
2030 REM get keyboard character
2040 CHAR=0:IF PEEK(764)<>255 THEN GET #1,CHAR
2050 CHAR=CHAR-48
2060 IF CHAR=17 THEN CHAR=CHAR-7

```



# PSAN Feature Article - 8-Bit

```

2070 RETURN
2080 REM poke module name in
2090 REM menu strings
2100 IF POS=1 THEN
  BOTTOM$(1,5)=SYMBOL$(5*(WEPNUM-1)+1,5*WEPNUM)
2110 IF POS=6 THEN
  BOTTOM$(30,34)=SYMBOL$(5*(WEPNUM-1)+1,5*WEPNUM)
2120 IF POS=2 THEN
  MIDDLE$(1,5)=SYMBOL$(5*(WEPNUM-1)+1,5*WEPNUM)
2130 IF POS=5 THEN
  MIDDLE$(20,24)=SYMBOL$(5*(WEPNUM-1)+1,5*WEPNUM)
2140 IF POS=3 THEN
  TOP$(1,5)=SYMBOL$(5*(WEPNUM-1)+1,5*WEPNUM)
2150 IF POS=4 THEN
  TOP$(10,14)=SYMBOL$(5*(WEPNUM-1)+1,5*WEPNUM)
2160 RETURN
2170 REM initialize arrays
2180 RESTORE 2190:FOR I=1 TO 14:READ BYTE:
  TOP$(I)=CHR$(BYTE):NEXT I
2190 DATA 160,160,160,160,160,32,32,32,32,160,160,
  160,160,160
2200 RESTORE 2210:FOR I=1 TO 14:READ BYTE:
  TOPNO$(I)=CHR$(BYTE):NEXT I
2210 DATA 32,32,51,46,32,32,32,32,32,32,52,46,32
2220 RESTORE 2230:FOR I=1 TO 24:READ BYTE:
  MIDDLE$(I)=CHR$(BYTE):NEXT I
2230 DATA 160,160,160,160,160,32,32,32,32,32,32,32,
  32,32,32,32,32,32,160,160,160,160,160
2240 RESTORE 2250:FOR I=1 TO 24:READ BYTE:
  MIDDLENO$(I)=CHR$(BYTE):NEXT I
2250 DATA 32,32,50,46,32,32,32,32,32,32,32,32,32,
  32,32,32,32,32,32,32,53,46,32
2260 RESTORE 2270:FOR I=1 TO 34:READ BYTE:
  BOTTOM$(I)=CHR$(BYTE):NEXT I
2270 DATA 160,160,160,160,160,32,32,32,32,32,32,
  32,32,32,32,32,32,32,32,32,32,32,32,32,32,
  32,32
2280 DATA 160,160,160,160,160
2290 RESTORE 2300:FOR I=1 TO 34:READ BYTE:
  BOTTOMNO$(I)=CHR$(BYTE):NEXT I
2300 DATA 32,32,49,46,32,32,32,32,32,32,32,32,32,
  32,32,32,32,32,32,32,32,32,32,32,32,32,32,
  32,32,32,54,46,32
2310 RESTORE 2320:FOR I=1 TO 65:READ BYTE:
  SYMBOL$(I)=CHR$(BYTE):NEXT I
2320 DATA 236,225,243,229,242,243,232,233,229,236,
  231,229,238,229,242,228,242,233,246,229,160,
  197,195,205,160
2330 DATA 242,225,228,225,242,240,239,247,229,242,
  225,245,244,239,237,191,191,191,191,191,237,
  225,240,240,229
2340 DATA 243,225,245,227,229,227,225,242,160,242,
  210,212,160,235,233
2350 RESTORE 2360:FOR I=1 TO 4:READ BYTE:
  ML$(I)=CHR$(BYTE):NEXT I
2360 DATA 104,76,83,228
2370 RETURN
2380 REM module data
2390 RESTORE LABEL:FOR I=0 TO 31:READ BYTE:
  BUF$(OFFSET+I*6,OFFSET+I*6)=CHR$(BYTE):NEXT I
2400 RETURN
2410 DATA 32,129,95,129,125,0,0,0,0,0,0,0,0,1,6,0,232,
  194,0,127,0,0,0,0,0,0,0,0,0,0,0,0,0
2420 DATA 168,129,196,129,245,0,0,0,0,0,0,0,0,2,26,5,
  232,232,0,143,210,210,210,210,210,210,0,0,0,0,
  0,0,0
2430 DATA 96,129,161,129,174,0,0,0,0,0,0,0,0,3,24,0,
  232,232,0,168,0,0,0,0,0,0,0,0,0,0,0,0,0
2440 DATA 72,129,183,129,190,0,0,0,0,0,0,0,0,4,15,3,
  232,52,0,200,0,0,0,0,0,0,0,0,0,0,0,0,0
2450 DATA 65,130,16,130,16,0,0,0,0,0,0,0,0,5,18,0,
  211,204,0,220,0,0,0,0,0,0,0,0,0,0,0,0,0

```

```

2460 DATA 129,124,7,124,23,0,0,0,0,0,0,0,6,22,2,32,
  32,0,32,2,192,0,0,0,0,0,0,0,0,0,0,0
2470 DATA 92,129,136,129,149,0,0,0,0,0,0,0,7,24,0,
  232,232,0,149,0,0,0,0,0,0,0,0,0,0,0,0
2480 DATA 81,130,22,130,31,0,0,0,0,0,0,0,8,19,5,
  208,128,0,224,1,1,1,1,1,1,0,0,0,0,0,0,0
2490 DATA 133,130,40,130,47,0,0,0,0,0,0,0,9,16,2,
  7,64,0,22,0,0,0,0,0,0,0,0,0,0,0,0,0
2500 DATA 139,123,243,123,249,0,0,0,0,0,0,0,10,17,
  1,232,32,0,140,0,0,0,0,0,0,0,0,0,0,0,0,0
2510 DATA 87,124,214,125,55,0,0,0,0,0,0,0,11,20,4,
  232,192,0,155,2,5,0,0,0,0,0,0,0,0,0,0,0
2520 DATA 140,130,53,130,60,0,0,0,0,0,0,0,12,23,1,
  64,16,0,120,3,0,0,0,0,0,0,0,0,0,0,0,0
2530 DATA 149,130,66,130,72,0,0,0,0,0,0,0,13,31,5,
  64,64,0,100,0,0,0,0,0,0,0,0,0,0,0,0,0

```

## Listing 2. Unicheck Checksum Data

```

1000 DATA 322,570,55,682,753,844,328,282,354,973,
  515,91,351,355,370,6845
1150 DATA 467,811,305,76,242,406,691,915,60,576,
  297,489,349,739,764,7187
1300 DATA 990,945,900,967,740,638,563,477,504,232,
  485,503,320,509,57,8830
1450 DATA 355,684,839,711,499,511,939,515,755,146,
  388,451,79,763,811,8446
1600 DATA 990,131,249,884,701,252,216,507,528,22,
  515,527,335,530,533,6920
1750 DATA 563,814,511,57,814,510,32,817,897,334,
  431,251,24,796,525,7376
1900 DATA 302,90,84,314,527,276,727,478,278,824,
  466,941,783,802,910,7802
2050 DATA 220,215,788,944,685,274,287,206,211,843,
  840,790,723,810,531,8367
2200 DATA 870,391,186,488,272,305,260,235,132,330,
  220,274,358,353,197,4871
2350 DATA 232,567,797,433,784,793,682,209,814,960,
  641,485,837,678,391,9303
2500 DATA 945,827,654,692,3118

```



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## THE SX212 MODEM - REVISITED! *Fixing The Rverter Handler For 8-Bit Direct Connect Operation*

By Tom Neitzel, S\*P\*A\*C\*E

This article should be considered Part 2 of a series on the SX212 modem. Part 1 was in the October, 1987 PSAN and is a good lead-in to this month.

As I said last month, the SX212 is one of the most valuable peripherals Atari has ever released for the 8-bit line when used with the Rverter Handler on the SIO port. I thought my job was done with the modem after that initial review and success in finding a handler. I prepared a disk with the handler and Amodem 7.4, distributed it to the local stores to be given away with the modem and returned the unit to store that lent it to me and sat back very satisfied with job completed successfully ----- or so I thought!!!.

I began to hear reports that the autodial features of Amodem would not work. The modem would dial OK, then connect. The terminal program would then hang up and redial stating that there was no answer. There also seemed to be a problem with getting the modem to hang up from the internal Amodem screen. Similar reports also started showing up on Genie and CompuServe. This was very mysterious since I had had absolutely no problem with the handler or terminal program in my testing. I sat back to examine my procedures.

As an aside, those of you that have visited my house have found, in addition to my birds and cats, several hundred diskettes, very few with labels. I just remember what is on each disk and where I last put it.

Well, I run my telecommunications library of phone numbers and passwords in the same way -- I remember everything and just use the direct commands (AT command set) to the modem to dial and such. My Prometheus modem has redial logic, and automatic tone/pulse detection built into it so it does the work for me. I tested the SX212 in the same manner, using the ATDT to dial out tone and ATH0 to hang up if necessary (generally it's bad form to hang up, but that's another article). These commands worked just fine. My testing of the autodialing features only went so far to see the dialing and initial answering of the phone, no further.

I determined the problem was that CRX (carrier detect) was not being correctly reported by the handler. The Amodem program was looking for a carrier detect flag in memory location decimal 747. When a STATUS command is issued to the R: port AND it is open for Concurrent I/O, location 747 contains a value representing the condition of certain RS232 control lines - DSR (Data Set Ready), CTS (Clear To Send), and CRX (Carrier Detect). Bit 3 is the flag, so a value of 8 means that a carrier is present.

CRX is generally found on pin 8 of the DB25 connector (the big "D" shaped, 25 pin guy) used in "standard" RS232 specifications. I knew the signal was present on pin 8 of the DB25 on the SX212 because it worked correctly with my 850 interface. S000, where was the CRX on the SIO connector?

My search for a solution was somewhat hampered since I no longer had an SX212! I prevailed upon another local dealer and borrowed a unit. Much to my surprise, the covers fell off of the SX212 as I took it out of the box. Before replacing them I decided to look around inside and found the following information.

First regarding the internal hookup of the DB25 connector. Pins 1, 2, 3, 5, 6, 8, 12, 20, and 22 are used. These correspond to Protective Ground, Transmit Data (TXD), Receive Data (RXD), Clear To Send (CTS), Data Set Ready (DSR), Carrier Detect (CRX), High Speed Indicator (1200 baud) (I think), Data Terminal Ready (DTR), and Ring Indicator. Pin 6 is connected to 8 and corresponds to the CRX condition.

The following pins "appear" to be unused on the SIO port - 1, 2, 7, 11, and 12. 8 may also be unused, but a voltage is present on it that I did not investigate. Pins 4 and 6 are grounds. Pin 10 is connected to pin 20 of the DB25 connector and also the +5 volt supply of the SIO port so just turning on your computer sets the DTR line to the modem. Pin 3 is Data In, 5 is Data Out. Pin 13 is the Interrupt line on the SIO port and is set high (+5 volts) when the modem is running at 300 baud and low (0 volts) when it is running at 1200 baud - a point of interest but I don't quite know what to do with it right now.

Now for pin 9. This is the Proceed line of the SIO port. The modem happens to set this line high (+5 volts) when there is no carrier present, and low (0 volts) when a carrier is present. EUREKA!! I have a hardware line telling me the CRX condition (grin). It should be a simple task to read the condition and report it in location 747. ALAS, it was not so easy (frown).

I hauled out all of my reference material and found out how the Proceed line worked. It was stated that this was a hardware interrupt line that was unused in the current OS but was available if one wanted to use it. The interrupt was signaled by bit 7 of the Port A control (PACTL, \$D302). The interrupt was enabled by bit 0 of PACTL. So all I had to do is set bit 0 to 1 and monitor bit 7. In BASIC terms; POKE 54018,1 to enable, IF PEEK(54018) greater than 128 then a carrier was present. Right? Wrong! Try as I might, even in machine language, I could never detect the interrupt flag being set when reading PACTL. This was maddening because I could see the voltage transition on my meter with CRX, but could not detect it within the computer. Back to the manuals.

With further research I found that the OS cleared the interrupt flag in PACTL as part of the Vertical Blank Interrupt process. RATS. I decided to call Thom Lawless up in Oak Harbor and see if he could help me learn more about how Port A and PACTL worked. Port A and PACTL happen to be within the PIA chip which is a 6520. Thom had the manual describing the 6520 and was able to give me the key to my problem. He explained that the interrupt flag was set ONLY during transition of the line from either +5 to 0 or 0 to +5



# PSAN Feature Articles - ST & 8-Bit

volts. The direction that the was reported depended not only upon bit 0 of PACTL being set, but ALSO on the setting of bit 1. A 0 in bit 1 meant the flag was set when the transition was from +5 to 0 volts. A 1 meant the flag was set when the transition was from 0 to +5 volts. In addition the flag was ONLY set once during the transition, not continuously so I would have to read the condition of the port before VBI wiped it out. This left only 1/60th second at best to see it. Thom suggested I write an interrupt routine to capture the setting of the flag.

The OS provides a vector at \$202,\$203 pointing to an interrupt routine that is executed when the proceed interrupt occurs. I replaced the OS service routine with one of my own to place a value in a byte that I could examine at my leisure. I installed the routine, grabbed the end of the SIO cable, stuck a few pins in it (actually pretending that it was a voodoo doll, while making various incantations) to make the interrupt happen and was rewarded with the flag being set in a location that I could read. I had done it. I could now detect carrier and move it to memory location 747.

All was well and good but a new problem surfaced. When I disconnected carrier, my flag still said it was there. The proceed interrupt was not getting set when the carrier was lost. RATS again.

I was now a pro at detecting the proceed interrupt so I looked at the notes I had taken from Thom and decided that by setting bit 1 and bit 0 in PACTL to 1 I could monitor the transition from 0 to +5 volts and thus detect carrier loss. I modified my interrupt to reverse the sense of bit 1 in PACTL whenever the interrupt was executed and hauled out my pins to stick in the SIO cable. IT WORKED. I was able to detect the carrier and it's loss.

I was able to obtain the source code for the Rverter handler from Genie. I modified the STATUS command handling routine to look at a flag set by a Proceed Interrupt service routine that I added to the handler. This flag value is then incorporated into the value reported at decimal 747. I also set a mask byte that is used to condition PACTL to monitor the correct status of CRX (bit 1=0, bit 0=1 to look for CRX on, bit 1=1, bit 0=1 to look for CRX off).

The interrupt service routine, which follows, is a real bit twiddler:

```
CRX LDA CARDET ;Get CRX flag
EOR #$08 ;Toggle bit 3
STA CARDET ;Save CRX flag
LDA PACTL ;Get PACTL
EOR #$02 ;Toggle bit
STA PACTL ;Condition Port A
AND #$03 ;Zero bits 3-7
STA CRXMSK ;Save CRXMSK
PLA
RTI
```

CARDET is my flag that signals the presence or absence of carrier. It is initialized to zero. 0=no carrier, 8=carrier present. CRXMSK is the mask to be used to set bit 1 and bit 0 of PACTL. 1=no carrier-waiting for carrier, 3=carrier present-waiting for carrier loss.

I suspect that it has become obvious that I am having a great time playing around with the SX212 and the Rverter handler. This last project has taught me several things. First is that you can't have too much reference material. Second, the PIA chip (Port A and Port B) is an incredible I/O resource, particularly when coupled with the very flexible interrupt structure of the 8-bit machine. Third, and most important, is that the people you meet through a User's Group Network are an invaluable resource (thanks again Thom).

I've solved my Carrier Detect problem, but have not cured the hang-up routine for AMODEM7.4. I have done enough research to find out that the routines in Amodem itself need to be revised to talk to the SX212. I'll leave that project to someone else. Don't forget that there is another interrupt set by the Interrupt line, pin 13, that signals the type of connection (300 or 1200 baud). It's not too useful for me right now, but maybe it would be useful for a BBS or something. I've given you all of the necessary information here to read and use the Interrupt interrupt if you want. The service routine is vectored through \$204,\$205.

I think I've about used up my article allocation for this month, so I guess it's time to secure the cover on the SX212 and return it to the store.

\*\*\*\*\*

## MOUSE CLEANER 360

*Reviewed by Bill Penner, KC-ACES*

From Ergotron, Inc.  
Retail Price - Under \$17

Do you get tired of cleaning that mouse? Tired of dirty mouse balls and having to remove the ball and then scraping all of the gunk off the rollers?

Well, now there is an easy solution to your problems. It is the Mouse Cleaner 360 from Ergotron Inc. The cleaner consists of a hard plastic Velcro ball, a soft Velcro pad, a soft rag, and a bottle of cleaning fluid. To use the cleaner, you remove mouse ball and then place some alcohol on the velcro ball. You then place the mouse over the ball and then run the mouse around the velcro pad. If you have not cleaned your mouse for some time, you may have to initially scrape some of the gunk off. After that, the cleaner works well to remove the rest. The soft rag is used to then wipe the inside of the mouse to remove any remaining dirt.

The nice feature of the cleaner is the ease of use. It comes with a velcro pad to hang up the whole assembly. I place mine on the side of my monitor. The process to clean the mouse is so easy, I do it at the first hint of more junk piling up on my rollers.

I found the cleaner at the B Daltons in the Tacoma Mall. It was located in the computer section located in the back of the store. The price was slightly less than \$17.

\*\*\*\*\*



# PSAN Feature Article - 8-Bit

## The SNITCH SWITCH Exposed *A Very Useful XL/XE Hardware Mod*

By Phil Bergh, S\*P\*A\*C\*E

Quite some time ago, S\*P\*A\*C\*E upgraded its 130XE to 192K. The upgrade was designed by Ron Boling of Upgrade Products, Salt Lake City, Utah, and was installed by Dave Showalter. Part of the upgrade involves a mysterious little switch that is mounted on the back of the computer. Jim Chapman has been pestering me for a number of weeks (*Ed., actually months*) to tell all that I have discovered concerning the switch. I have run out of excuses for not writing an article, so here goes.

First, let me point out that this is not a construction article. This is merely a review of a modification that has already been performed on the club's computer. Since I am not giving instructions on how to perform the mod, I can dispense with the typical cautions and disclaimers concerning the voiding of warranties and responsibility for any problems that may occur if someone should try to duplicate the mod.

### A Review of Hardware

In the Atari 8 bit computers, there is a chip known as the 6520 PIA (Peripheral Interface Adaptor). This chip supplies two 8 bit ports that can be used for controlling portions of the computer system, either internally or externally. Each of the 16 bits can be configured for either input or output. The Atari machines have always used the 6520 for controlling the joystick ports. In the XL/XE series, joystick ports 3 and 4 were removed and the PIA port that controlled them (PORTB) has been reassigned to other duties. It now decides whether BASIC is enabled, whether extra memory is to be used, and whether the ROM based operating system is to be used. It is this latter aspect that we are concerned with.

One of the features of the XL/XE series is that you are not restricted to the built-in operating system (OS). You can customize the operation of your computer by modifying the OS. There is a minor problem however. If you should get stuck in a situation that requires you to press the SYSTEM RESET button, your modified OS will be lost and you will be returned to the ROM based OS. Here's why.

When you press SYSTEM RESET, pin 34 on the 6520 PIA 'sees' a logical zero (0 volts) and does an internal reset. When it is finished doing its reset, the computer has reverted back to the ROM OS. So, obviously the solution to the problem of losing your RAM OS is to simply prevent the 6520 from resetting itself.

### The Modification

To prevent the system from reverting back to the ROM OS, Upgrade Products cut the trace that leads to pin 34 on the 6520. Since there are times when you want to revert (such as a cold start or when running programs that won't work with your customized OS), a switch was installed on the back of the computer. One lead from the switch goes to pin 34. The other lead

goes to the solder pad on the top of the motherboard that is connected to the trace that was cut. When the switch is open, SYSTEM RESET will not affect the 6520. When the switch is closed, normal operation is restored. Everything will work as before with the possible exception of a cold start. During cold start, the PIA chip must be reset. If you attempt to power up with the switch in the wrong position, you will fail.

Upgrade Products has cleverly circumvented the problem just described. They added a capacitor and a resistor to the underside of the motherboard (see the illustration - bottom of the next page). When a cold start occurs, a RESET signal will be seen by the 6520 as usual, regardless of the position of the switch! Here's the way it is done.

Imagine for a moment that the resistor shown in the diagram has a value of 0 Ohms. The capacitor is a device that is used to temporarily store an electrical charge. When the power is first turned on, the capacitor has no charge and the 6520 'sees' a reset signal of 0 volts. As the charge builds up, the capacitor will resist the current that is flowing through it. When the capacitor builds up to +5 volts, the current will stop completely. The 6520 'sees' +5 volts on its RESET pin and stops resetting itself. This charging process occurs very quickly and is completed before the 6520 is ready for it to be. To slow it down, a resistor is used. The resistor resists the flow of electrons that are being pushed along under pressure (voltage). The greater the resistance, the fewer the electrons that can squeeze through per unit of time (current). These are the electrons that are being stored by the capacitor. If the current is reduced, then the capacitor takes longer to charge up. Upgrade Products selected the sizes of the capacitor and the resistor so that the 6520 will have enough time to reset itself before the capacitor charges up thereby taking care of the cold start requirement.

And there you have it. A simple but elegant mod that should also work on XL's.

(Editor's Note: If you haven't yet realized it, the really great thing about this switch is that, when combined with the proper software (i.e., a custom OS) and an expanded memory machine, it is possible to do computer generated 'cold starts' from an existing RAMdisk. Such software in the form of a modified, file version of Atari's Translator Disk, created per Upgrade's instructions, has been used by S\*P\*A\*C\*E for two years with great success. With this 'NEWOS' one can, at any time, easily reassign the RAMdisk as drive #1, #2, or #3; and do instant re-boots, with or without BASIC enabled, from whatever drive (or RAMdisk) that is currently assigned as drive #1. The 'NEWOS' is available to interested individuals.)

(Switch diagram shown at bottom of next page)

\*\*\*\*\*



## MOD DOS 2.5

*Patching DOS 2.5 For Use With Expanded Memory Atari Computers*  
By Thom Lawless, R-ATARI CLUB

The program MODDOS25.BAS when run will patch DOS 2.5 for use with expanded memory Atari computers. You will have 1 ramdisk, D8:, with DUP.SYS and MEM.SAV present, and another ramdisk Dx:, with 707 free sectors. You will have to format this second drive before you can use it. The program, as setup, will make the second ramdisk D7:, you may, by way of the provided menu, select another drive number between 2 and 7.

To run this program correctly, boot up with BASIC and DOS 2.5 with NO RAMDISK.COM file present on your disk. Next RUN this program. After you have made your selections and the familiar BASIC 'READY' prompt appears, type 'DOS'. Once at the DOS menu, write your new DOS files back to the disk by selecting the 'H' option. DO NOT DO THIS TO YOUR MASTER 2.5 DOS DISK!! Once you have done this, copy RAMDISK.COM from another DOS 2.5 disk to this disk. This can be done by selecting the 'C' option on the DOS menu, and providing the necessary to/from file information.

Once completed, turn off your system and reboot with your new DOS 2.5 disk. Type 'DOS' and get a directory of D8:, it should contain DUP.SYS and MEM.SAV, and 620 free sectors. Next format the second ramdisk, (option 'I'), get a directory, you should have 707 free sectors, just like a regular disk!

I wish to thank Kurt Grittner from MAAUG for the information contained in the Oct. '85 newsletter, without which, this program would have been more difficult to write.

### PROGRAM LISTING

```

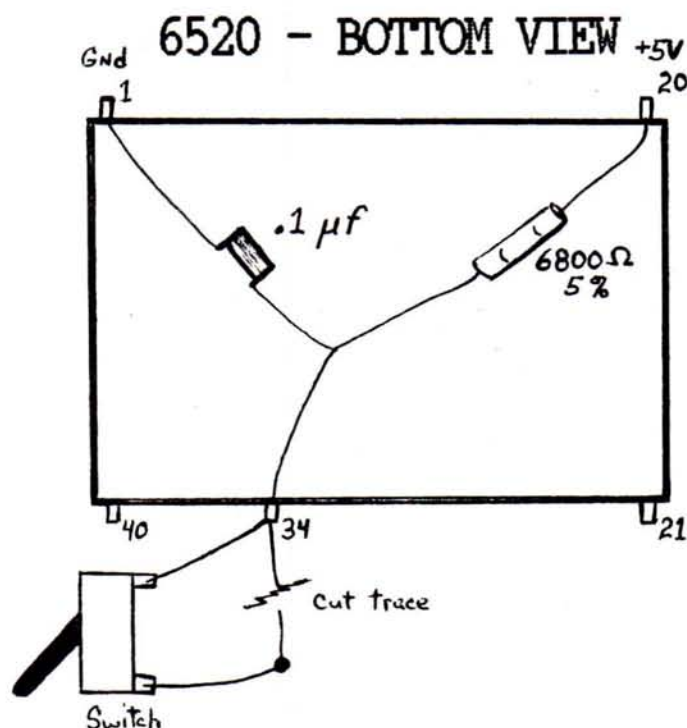
100 REM MODDOS25.BAS By Thom Lawless
110 REM 'R' Atari Club
120 REM COPYRIGHT 1987
130 REM
140 REM This program is based in part
150 REM on an article in the Oct. '85
160 REM issue of MAAUG, by
170 REM Kurt Grittner.
180 REM
190 DIM A$(1):TRAP 40000
200 FOR A=2950 TO 2951:READ B:POKE A,B:NEXT A
210 DATA 162,0
220 FOR A=4188 TO 4189:READ B:POKE A,B:NEXT A
230 DATA 169,100
240 FOR A=4830 TO 4844:READ B:POKE A,B:NEXT A
250 DATA 164,33,192,8,144,2,105,5,168,185,91,24,76,
    70,24
260 FOR A=5261 TO 5262:READ B:POKE A,B:NEXT A
270 DATA 201,6
280 FOR A=5316 TO 5320:READ B:POKE A,B:NEXT A
290 DATA 169,112,32,70,24
300 FOR A=6202 TO 6213:READ B:POKE A,B:NEXT A
310 DATA 77,69,77,46,83,65,86,32,69,82,82,155
320 FOR A=6214 TO 6226:READ B:POKE A,B:NEXT A
330 DATA 133,68,173,1,211,41,131,5,68,141,1,211,96
340 FOR A=6235 TO 6246:READ B:POKE A,B:NEXT A
350 DATA 32,36,40,44,64,63,72,76,96,100,104,108
360 FOR A=1919 TO 1922:READ B:POKE A,B:NEXT A
    
```

```

370 DATA 224,7,144,7
380 FOR A=2952 TO 2955:READ B:POKE A,B:NEXT A
390 DATA 201,7,176,71
400 FOR A=4190 TO 4193:READ B:POKE A,B:NEXT A
410 DATA 192,7,176,20
420 FOR A=1802 TO 1802:READ B:POKE A,B:NEXT A
430 DATA 195
440 REM MENU SELECTIONS FOLLOW
450 TRAP 450: ? CHR$(125): ? : ? :
    ? " Do you want the second RAMDISK":
    ? " to be other than D7: N":
460 ? CHR$(30)::INPUT #16,A$:IF A$="Y" THEN 510
470 IF A$="" THEN 450
480 ? CHR$(125): ? : ? : ? " Goto DOS and write the new"
    ? : ? " DOS back to the disk and": ? :
    ? " then copy RAMDISK.COM to"
490 ? : ? " this disk as well. Turn off": ? :
    ? " your computer and reboot as before.": ? :
    ? " You should be able to FORMAT"
500 ? : ? " the extra ramdisk just as a": ? :
    ? " 'real' disk drive.": ? : ? :END
510 TRAP 520:IF A$="" THEN 450
520 ? CHR$(125): ? : ? : ? " Which drive do you want":
    ? : ? " as your second ramdisk,": ? :
    ? " 2,3,4,5,6, or 7 ":
530 INPUT #16,A:IF A(2) OR A(7) THEN 520
540 POKE 1920,A:POKE 2953,A:POKE 4191,A
550 IF A=2 THEN POKE 1802,131:GOTO 480
560 IF A=3 THEN POKE 1802,135:GOTO 480
570 TRAP 40000:A=A-3:X=4:FOR R=1 TO A:X=X+X:NEXT R
580 POKE 1802,131+X:GOTO 480
    
```

\*\*\*\*\*

(The Snitch Switch Exposed - diagram)





# PSAN Feature Article - 8-Bit

## DISK TITLE MAKER

Create Instant Displaying, Custom DOS 2.0/2.5 Disk Title Screens!

An 8-Bit Disk Utility by Burley Kawasaki, S\*P\*A\*C\*E

One of the impressive things about the S\*P\*A\*C\*E 8-bit disk library (besides the high quality of the programs) is the S\*P\*A\*C\*E title screen. Ever since I first saw one of the disks boot up, I've always been impressed by its slick design; I also wondered how the title could be displayed without interfering with the normal loading of DOS. It used to puzzle me that the disk directory showed no trace of the picture -- it simply wasn't there. In the back of my mind, I decided that only professional machine language programmers could ever design anything like this. I've learned a fair amount since then, but I hardly consider myself a "professional" ML programmer. However, the secret behind the boot process is not quite as mystical or complicated as I once thought it to be. After a thorough reading of "Inside Atari DOS" (by Bill Wilkinson of OSS, Inc.), I set out to create my own title screen.

The final result is not nearly as fancy as the title used by S\*P\*A\*C\*E. However, mine has two unique features which I feel make it more usable. First, it takes up none of the normally free disk space leaving a full 707 sectors (single density) or 1010 sectors (enhanced density) available for files; the S\*P\*A\*C\*E screen takes up 16 sectors. Secondly, my title can be written onto an already full disk, whereas the S\*P\*A\*C\*E logo must be written onto a completely blank disk.

Most tutorials will tell you that the first three sectors of an Atari DOS disk are reserved for the boot process. This is only partially correct. Actually, the boot loader takes up just the first one and a half sectors. The remaining one and a half sectors are a needless duplication of program code found elsewhere in DOS. These unneeded sectors are not available for normal usage, but can be exploited for limited purposes (such as my title screen program). Many other disk operating systems (e.g. SpartaDOS, Atari DOS 3) take full advantage of these sectors; thus, my title screen will only work under the DOS 2.0 or DOS 2.5 formats.

However, the "hidden" sectors only provide another 181 bytes of space. This is not a lot of room for much of anything, let alone a full-screen graphics picture. Thus, my title screen by nature had to be spartan. I also wrote a machine language patch which would display the title while DOS was loading. This patch (along with the title screen itself) had to be crammed into barely 1/6 of a kilobyte! I mention this to apologize for the patch, for it is by no means elegant; instead, it was designed with economy in mind.

The title maker program will let you customize the title screen to your own wishes, then write it onto a disk. When setting the title options, hitting just (RETURN) will accept the current default values. Hitting (ESC) at any time will return you to the main menu. Some of the options include silencing the drive bleeping, flashing the text, and setting screen colors. Additionally, you can preview how the title screen will look before you install it. Although the

program does check whether or not the disk is Atari DOS 2.0/2.5 format, I do not guarantee that it won't accidentally write on a disk which merely "looks" like a DOS 2.0/2.5 structure. Be careful of what you write titles on; make a backup first if you aren't 100% sure.

Once the title patch is in place, it will not be disturbed by the normal reading or writing of files. For most intents and purposes, it seems not to exist. It takes up no visible room and cannot be accidentally deleted or renamed like a file can. However, if you rewrite the DOS files (option H), the boot title will be erased and must be rewritten with the title maker program.

There are a few instances when the title might interfere with the loading program. My patch uses an immediate vertical blank interrupt to generate the flashing title. The VBI probably will remain in memory after your program has finished loading; this could cause either unwanted flashing or total lockup. If this causes problems, simply don't select the flash from the maker's options menu. However, if you really want the flashing effect, try disabling the VBI by including the following at the beginning of your program: POKE 54286,0:POKE 546,95:POKE 547,228:POKE 54286,64. Also, it is a good precaution to begin your program with a GRAPHICS 0 command. This will clear the title off the screen, reset the screen memory pointers, restore the default screen colors, and re-enable the cursor.

### PROGRAM LISTING

```
5 REM DISK TITLE MAKER ver 1.0, by Burley Kawasaki
10 REM Use only with Atari DOS 2.0/2.5 disks!
15 REM NOTE: All underlined characters must be
   typed in INVERSE!
20 DIM SECIO$(62),S$(109),BUF$(128),TITLE$(20),
   SUB$(40),MSG$(41),DEF$(40):OPEN #1,4,0,"K":
   BUF$(128)=" "
30 REM Sector I/O subroutine
40 FOR I=1 TO 62:READ X:SECIO$(I)=CHR$(X):NEXT I
50 REM Patch for sectors 2 & 3
60 FOR I=1 TO 109:READ X:S$(I)=CHR$(X):NEXT I
70 BEEP=1:FLASH=0:TITLE$="DISK TITLE":
   SUB$="Your name or sub-title goes here.":
   TCOL=150:BCOL=0:REM Default values
80 REM Main menu
90 GRAPHICS 18:DL=PEEK(560)+256*PEEK(561):
   POKE DL+7,16:POKE DL+8,6:POKE DL+9,64:
   POKE DL+10,2:POKE DL+16,2
100 POKE 709,14:POKE 708,6:? #6:
   ? #6:" DISK TITLE MAKER"? #6:" VERSION 1.0"
110 ? #6:" --- Written by Burley Kawasaki ---":
   ? #6:? #6:" 1. CHANGE OPTIONS":
   ? #6:" 2. PREVIEW TITLE":
120 ? #6:" 3. WRITE TITLE? #6:
   ? #6:" Use ONLY with Atari DOS 2.0/2.5 disks!"
130 GET #1,A:IF A(ASC("1")) OR A(ASC("3")) THEN 130
140 ON A-48 GOSUB 220,300,360:GOTO 90
```



# PSAN Feature Article - 8-Bit

```

150 REM Options menu
160 C=1:GRAPHICS 0:POKE 710,0:POKE 752,1:
? "DISK TITLE OPTIONS:":? :?
170 ? "Drive noise? ";MSG$="OFF":
IF BEEP THEN MSG$="ON"
180 ? MSG$:"Flash message? ";MSG$="YES":
IF NOT FLASH THEN MSG$="NO"
190 ? MSG$:"Title = ";TITLE$:"Subtitle = ";:
POKE 82,13:POKE 82,2:
200 ? "Title color (0-255) = ";TCOL:
? "Border color (0-255) = ";BCOL
210 ? :? :? :? (Press ESC to return to menu.):
POKE 703,4:CHR$(125):POKE 752,0:RETURN
220 GOSUB 160:"Drive noise activated?":MAX=3:
DEF$=CHR$(78+(BEEP*1)):GOSUB 510:
BEEP=(MSG$(1,1)="Y")
230 GOSUB 160:"Flash text message?":MAX=3:
DEF$=CHR$(78+(FLASH*1)):GOSUB 510:
FLASH=(MSG$(1,1)="N")
240 GOSUB 160:"Title of disk?":MAX=20:DEF$=TITLE$:
GOSUB 510:TITLE$=MSG$
250 GOSUB 160:"Subtitle of
disk?":MAX=40:DEF$=SUB$:
GOSUB 510:SUB$=MSG$
260 GOSUB 160:"Color of title (0-255)?":MAX=3:
DEF$=STR$(TCOL):GOSUB 510:TCOL=VAL(MSG$)
270 GOSUB 160:"Color of background
(0-255)?":MAX=3:
DEF$=STR$(BCOL):GOSUB 510:BCOL=VAL(MSG$)
280 RETURN
290 REM Preview screen
300 GRAPHICS 2:DL=PEEK(560)+256*PEEK(561):
POKE DL+10,6:POKE DL+11,2:POKE 708,TCOL:
POKE 712,BCOL:POKE 710,BCOL
310 POKE 709,TCOL:GOSUB 620:
POSITION (20-LEN(TITLE$))/2,4: #6:MSG$:
POSITION (40-LEN(SUB$))/2,6: #6:SUB$
320 IF FLASH THEN POKE 709,PEEK(20)
330 IF PEEK(764)=255 THEN 320
340 POKE 764,255:RETURN
350 REM Write patch & title data
360 GRAPHICS 0:POKE 710,0:
? "WRITE DISK TITLE:":POSITION 5,6:
? "Insert disk and press any key."
370 POKE 752,1:?:?:?:
? (Press ESC to return to menu.):
GET #1,A:IF A=27 THEN RETURN
380 X=USR(ADR(SECIO$)+6,1,ADR(BUF$),360):
IF ASC(BUF$(1,2)) THEN 490:
REM Test for DOS 2.0/2.5 diskette
390 X=USR(ADR(SECIO$)+6,1,ADR(BUF$),1):
BUF$(8,8)=CHR$(203):BUF$(9,9)=CHR$(7):
X=USR(ADR(SECIO$),1,ADR(BUF$),1)
400 X=USR(ADR(SECIO$)+6,1,ADR(BUF$),2):
BUF$(76,128)=S$(1,53):BUF$(77,77)=CHR$(TCOL):
BUF$(85,85)=CHR$(BCOL)
410 BUF$(93,93)=CHR$(BCOL):BUF$(109,109)=CHR$(BEEP):
X=USR(ADR(SECIO$),1,ADR(BUF$),2)
420 DEF$=CHR$(0):DEF$(20)=DEF$:DEF$(2)=DEF$
430 BUF$(1,56)=S$(54,109):BUF$(65,68)=DEF$:
IF NOT FLASH THEN BUF$(45,47)="iii"
440 LO=PEEK(88):HI=PEEK(89):NHI=INT(ADR(DEF$)/256):
NLO=ADR(DEF$)-256*NHI:POKE 88,NLO:POKE 89,NHI
450 GOSUB 620:POSITION (20-LEN(MSG$))/2,0:MSG$:
POKE 88,LO:POKE 89,HI:BUF$(69,88)=DEF$
460 DEF$=CHR$(0):DEF$(40)=DEF$:DEF$(2)=DEF$
470 POKE 88,NLO:POKE 89,NHI:
POSITION (40-LEN(SUB$))/2,0:SUB$:POKE 88,LO:
POKE 89,HI:BUF$(89,128)=DEF$
480 X=USR(ADR(SECIO$),1,ADR(BUF$),3):RETURN

```

```

490 ? CHR$(125):CHR$(253):CHR$(29):
? "Not an Atari DOS 2.0/2.5 diskette!!!":
GET #1,A:RETURN
500 REM Input subroutine
510 GET #1,KEY:IF KEY(32 OR KEY)122 OR C)MAX THEN 530
520 ? CHR$(KEY):MSG$(C)=CHR$(KEY):C=C+1
530 IF KEY()126 THEN 560
540 C=C-1:IF C=0 THEN C=1:GOTO 560
550 ? CHR$(KEY):
560 IF KEY()27 THEN 580
570 POP:RETURN
580 IF KEY()155 THEN 510
590 IF C=1 THEN MSG$=DEF$:RETURN
600 MSG$(C)="":RETURN
610 REM Uppercase convert subroutine
620 MSG$=TITLE$:FOR I=1 TO LEN(TITLE$):
X=ASC(TITLE$(I)):
IF X>64 AND X<91 THEN MSG$(I,I)=CHR$(X+32)
630 NEXT I:RETURN
640 END
650 REM
1000 REM M.L. STRING & LINE CREATOR
1010 REM Type "GOTO 1000" & [RTN] to create new
lines 40 & 60 for fast program initialization.
1020 RESTORE:POKE 82,0:CHR$(125):?:?:
1030 ? "40 SECIO$=":CHR$(34):FOR X=1 TO 62:READ DAT:
? CHR$(DAT):NEXT X:CHR$(34)
1040 ? "60 S$=":CHR$(34):FOR X=1 TO 109:READ DAT:
? CHR$(DAT):NEXT X:CHR$(34)
1050 ? :? "CONT":POSITION 0,0:POKE 842,13:STOP
1060 POKE 842,12:POKE 82,2
1070 ? :? "M.L. STRING LINES ARE NOW CREATED!":? :
? "DELETE LINES 640-1250 AND":
? "SAVE REVISED PROGRAM!"
1080 END
1090 REM
1100 REM SECIO$ DATA
1110 DATA 162,87,169,128,208,4,162,82,169,64,142,2,3,
141,3,3,169,49,141,0,3
1120 DATA 104,104,104,141,1,3,104,141,5,3,104,141,4,
3,169,5,141,6,3,169,0
1130 DATA 141,9,3,169,128,141,8,3,104,141,11,3,104,
141,10,3,32,89,228,96
1140 REM
1200 REM S$ DATA
1210 DATA 169,148,141,23,208,141,197,2,169,0,141,24,
208,141,198,2,169,0,141,26,208
1220 DATA 141,200,2,169,0,141,1,212,141,243,2,169,0,
133,65,173,48,2,133,218,173
1230 DATA 49,2,133,219,230,89,169,7,160,11,145,218,
200,145,218,169,112,200,145,218,160
1240 DATA 0,185,64,8,145,88,200,192,64,208,246,169,
160,133,89,160,0,185,50,8,153
1250 DATA 0,4,200,192,6,208,245,162,4,160,0,169,6,32,
92,228,76,20,7,238,197,2,76,95,228

```

\*\*\*\*\*

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# Best Electronics

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## Fall Specials

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(Ages 3-9), Fraction Fever (7-Adult), Kinder Comp  
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MPP Assult Force 3D Game Cart/Disk \$5  
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New operating system for the XL/XE computers  
Has resident mini dos, ram disk handlers, 25 new  
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Kids on Atari A good book for getting into Atari Basic \$5  
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ram upgrade board (less meg chips) \$139  
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New World Products)  
1 Meg D Rams 100 ns \$20ea 120ns \$19ea  
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ST null modem cable (No 850) \$12



## Universal Items

Microstuffer 64K printer buffer \$52  
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2 computers to 1 printer \$35  
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Gemini NX-10 Black ribbons \$6.75  
XM801/SM804 Red, Brown, Blue Ribbon set \$29  
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Brown, Blue, Purple 3 ribbon set \$27  
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## Hardware

16k Eprom cart \$5 w/one 2764 soldered in \$6  
OSS Compatible 16K Bank Select Cart (2-2764s) \$10  
MPP 600XL Plug in 64K Expansion Module \$24  
MPP 1100 Direct Connect Printer cable for  
the 400/800 computers Sale \$22  
MPP Micronet (Time share one disk drive/  
printer) with up to eight Atari computers \$149  
MIO 256k to 1 meg Upgrade Slip Ram Chips \$4ea

### Hardware Upgrades (chip sets+instructions)

New upgrades by Tom Lawless 320K/576K  
(130XE Compatable) 800XL or 1200XL \$45/\$75  
Scott Petterson 65XE to 130XE 320K Mod \$37  
Rich Brown/Eric Jorgensen new Avatex 1200  
Speaker Mod \$15, 130XE 320K/576K \$30/\$60  
600XL Color Monitor Mod \$12, 600XL 64K \$15  
800+ Rev. D 256K \$37.50, 400 48K \$12, 1200XL  
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## Specials

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Video Switch box control center, switches up to  
five separate components (VCR's, dish,  
video games, computers, cable) to your TV. \$20  
1050 Disk Drive w/free Word Processor \$189  
130XE Computer (ten only) \$129  
Atari Home Filing Manger Program reg \$20 \$12  
**Atari SX-212 300/1200 Modem \$99.95**

## New Collector Items

Atari cups in  
stock! White china cup with two black 2" Atari  
logos and names or 2 ST 1040 Computers \$5ea  
**New Collector items coming in!**  
1" high black on white sew on Atari symbol and  
name. This patch turns any "T" shirt, polo  
shirt, hat, into an Atari item! 5 patches \$5  
Custom made Atari Jewelry! 3/8" gold plated  
Atari Fuji symbol with tie tack mounting \$5

**Future items** new 2600 games never seen in the U.S., Gyrruss for the 5200



# Club News

## PARTICIPATING PUGET SOUND AREA USERS GROUPS

### ATOM

#### ATARI ON-LINE MODEMERS

PRESIDENT	Skip Sharrow	697-2706
EDITOR/TREAS.	Roy Smith	377-2523
BBS SYSOP	Andy Eklund	697-3581

Meets: Monthly in Poulsbo. Call any officer for details.

Mail: 5553 Oceanview Blvd. NE, Bremerton, WA 98310.

BBS: STORMBRINGER BBS, (206) 697-3496, 24 hr., 300, 1200, 2400 baud. Currently operating on an 8-Bit system with a 20 MEG HD and running BBS Express software.

#### A.T.O.M. - ON-LINE! Editor's Report

Just a short note to all of you Atari users out there in the PSAN Network to say "Hi", wish you a "Happy Thanksgiving", and let you know of a "new" user group formed in Bremerton....and will be called A.T.O.M. (Atari On-line Modemers). We are currently in the infant stages and have (10) active members, with more people calling every day for more info. Our main emphasis for this dedicated user group will be telecommunications via the Atari line of hardware and software. We are also trying to streamline much of our functions by using our computers and modems for doing most of the routine business of the club (newsletter articles, votes on all club matters, purchasing and repair information, and general club news....). This will help alleviate some of the problems of lack of participation, and not getting the word, by letting members of the club set their own schedules and to get the most out of the club from their own home....in other words we're trying to do what these machines were designed for....and most of it will be done on 8-Bit machines!! We will also have regular monthly meetings at a place still to be determined. We will make sure the word goes out via the Stormbringer BBS as to the time and the place for the meeting.

I want to give a plug here for the Stormbringer BBS (206-697-3496) located in Poulsbo, Wa.; because without his help in this whole matter this would not be possible. Andy has graciously donated his time, and his BBS to the club and is currently working on a new version of the BBS to be run on a 20MB Hard-drive with the M10 and an expanded 800XL....not bad for the ol' 8-Bit. I also want to thank Jim Chapman for his help in getting us started into the PSAN Network. He has helped me immensely in the formation of this club and our link to the PSAN Network....Thanx Jim.

In the past month we have been exploring the possibilities of a repair hot-line, and we think we have found just the thing for members. We have worked out arrangements with Software Unlimited (located in the Safeway Shopping Center, here in Bremerton) for any repairs needed by club members. They will repair your machine for \$25.00 plus parts (they will cover any small parts, resistors, etc.). If your not in a hurry for your repair we also have a contact named Robert Klaas who runs the Repair BBS located in Salt Lake City, Utah. Robert will repair any 8-Bit Machine or disk drive for \$15.00 plus parts (you cover the shipping and handling). He also has just received a shipment of the "mylar" keyboard overlays for the XL machines (\$4.95 plus shipping). So if you seem to be having a problem with that ST, or the ol' 8-Bit, let us know, and I'm sure that we can

help you out, and get you back on the road to computing again with no machine "headaches".

Basically, we are in the growing stages of the club (infancy...as I stated earlier), and are trying to get all the loose ends tied up. We are currently in the process of setting up the club checking account at the local credit union, as well as setting up a database for listings of all members (for mailing labels, phone lists, etc.)

Here are some interesting tidbits of information for all of you modem'ers out there....first some interesting BBS's around the country....

Black Wares.....	(619)-449-6830
Storm BBS.....	(410)-639-1707
King 5 BBS.....	(206)-728-0807
Repair Shop BBS....	(801)-967-8738
StarFleet BBS.....	(801)-596-2762
Midnight Express....	(804)-379-4156

These BBS Sysop's have been very helpful and courteous as I browsed through their message bases and available files....I will try and print more next issue on some of our Saturday afternoon "modem adventures"....??

Well that's all for this issue, as I again have to meet a deadline, but maybe this time it will be a little easier....happy modeming, and have a great Turkey Day.....!!!!

later days.....

...RB

### B.R.A.C.E.

#### BELLEVUE REDMOND ATARI COMPUTER ENTHUSIASTS

PRESIDENT	Jim Yee	643-9697
VICE PRESIDENT	Richard Coate	547-0460
EDITOR	Wally Wong	641-1866
TREASURER	Joe Asaif	746-0737
SECRETARY	Gary Skelton	454-7488
8-Bit LIBRARIAN	Joe Mraz	747-2433
16-Bit LIBRARIAN	Rich Coate	547-0460
BBS SYSOP	Everett Tsang	

Meets: 2nd and 4th Mondays of the month at 7:00 PM at the Lake Hills Library, 15228 Lake Hills Blvd, Bellevue, WA.  
Mail: P.O. Box 70097, Bellevue, WA 98007.

BBS: BRACE BBS, (206) 232-6932, 300 and 1200 baud. Call for operating hours.

Dues: \$15 per year.

#### BRACE MEETING MINUTES

August/September Meetings  
Submitted by Gary Skelton, Secretary

Vice President Rich Coate opened the meeting as President Jim Yee was delayed in arriving. There were no new prospective or first time visitors present. The elected officers gave their monthly reports with few new revelations being presented. Gary Skelton gave a brief report on the Telecommunications Users Group (TUG) that had a booth in the



# Club News

Hobby Hall of the Puyallup Fair being assisted with equipment from the Xanth Corporation. Jim Yee than arrived and took over from Rich. Jim had a number of new software and hardware items to show off to the group including the Atari SX 212 Hayes compatible 1200 baud direct connect modem. Joe Mraz the software librarian for 8 bit demo'd disk # 20 business applications. In order to cut down on his time Joe will take orders from the members for club software as producing large numbers of disks is a time consuming exercise. For the ST Xanth Corporation demo'd a number of new programs for that machine including F-15 Strike Eagle and Boulderdash Construction Set which incidentally comes for the 8 bit.

Vice President Rich Coate opened the meeting as President Jim Yee was delayed in arriving. We had our usual rumor session as we do at every meeting and as usual they flew hot and heavy. The current issue of Infoworld had an excellent article by columnist Jerry Pournelle on the acceptance of the ST machine in the business and education community of western Europe. The buy of the week or maybe sale went to Vic Albino who sold his Avatex 1200 for starting bid of fifty dollars. Vic also informed the group of a excellent price on a 2400 baud modem for \$162.00. In the discussion part of the meeting Joe Mraz talked about the new standard of communication being discussed, integrated system digital networks, or ISDN for short. A very heated dialogue ensued. For demo's Dan Berg showed PC Ditto for the ST and for the 8 bit was Alternate Reality Dungeons.

## KC-Ace's

### Kitsap County ATARI Computer Enthusiasts

PRESIDENT	Bill Penner	(206) 373-4840
SECT'Y/TREASURER	Mack Burns	437-2751
EDITOR	Darren Tonnessen	842-3992
8-Bit LIBRARIAN	Wayne Boivin	674-2140

**Meets:** The 2nd Wednesday of the month at 7:00 PM at the Central Kitsap Junior High School in Silverdale.

**Mail:** P.O. Box 2333, Bremerton, WA 98310.

**Dues:** \$15 per year. **Size:** 75+ members.

### LETTER FROM THE PREZ

Greetings...

Well, we have started another year, and it appears things are getting better for our organization. I will be picking up a 130XE and either a 520 or 1040 ST for the club. Both of these systems will be brought to each of the meetings for demonstrations and things. Now we wont have to hope that someone is bringing a system to use. It always seems that either we have three systems running or none. For the eight bit users, a current system will now be available at the meetings. NOW FOR THE MONTHLY REQUEST. If you have something that would be of interest to any other members, please bring it and show it. We need both 8 bit and 16 bit demonstrations, so get up and bring the stuff to the meeting.

Is there any interest in an ATARI TREK #2? It has been apparently been brought up on several occasions, however, at the time of this writing, nothing official has been started. If you are interested in participating in another show or helping with another show, let your officers know! For the last show, things were started in the October-November time frame.

It is hard to believe! I went through all of the past combined newsletters that I could find and discovered that the newsletter is coming up on its third anniversary. The first

combined newsletter was the December 1984/January 1985 issue. The first newsletter was simply each of the separate newsletters being stapled together and mailed out to all of the members of the various clubs. The newsletter sure has come a long way!

Let's make this next year the best ever! Come to the meeting and participate! Write articles or make demonstrations. Coming up soon, a pizza meeting. We are also preparing for another mall show and other activities. Come and get involved!

Until Next Month...

Bill Penner (KC-ACEs President)

## R-ATARI

### USERS GROUP

PRESIDENT	Thom Lawless	(206) 321-5127
VICE PRESIDENT	Greg Barnes	678-6305
SECT./TREASURER	Alan Beckett	675-2152
LIBRARIANS:	Eric Koetje	675-4326
8-Bit	Randy Nollan	679-2216
ST	Alex Ancheta	675-7628
EDITOR	Thom Lawless	321-5127
ASST. EDITOR	Charles Onley	675-0425
BBS SYSOP	Thom Lawless	321-5127

**Meets:** The third Saturday of each month at 7:00 PM (6:00 PM setup time) at Harbor Tower, 7330 700th Ave., Oak Harbor, WA.

**Mail:** P.O. Box 845, Oak Harbor, WA 98277

**BBS:** THE FREELANDER BBS, (206) 321-5127, 9:00 PM to 8:00 AM, 7 days a week.

**DUES:** \$12.00 per year.

### FROM THE PRESIDENT

By Thom Lawless

It's been pretty quiet around the 'ole club house this month. Some new things coming up at the October meeting will be a demo of our new boot screen, my usual machine language presentation (yes, I promise to keep it short!), and some new disks have arrived.

Went down to S\*P\*A\*C\*E 's annual 'pizza feed night' and had some long and interesting conversations with members of several different clubs. I will be sharing the crux of these conversations with you at the meeting. They sure know how to feed you!! Thanks for the pizza and ...

Sam Sieben (of Precision Electronics and STARBASE) was able to make it to the September meeting; he was a little late, we were into the 'demo' portion of our program at that time, (so my map wasn't perfect, he made it didn't he?). It was nice having you up Sam, come back anytime!!

That about does it for this month, as things are getting busy around the house (those twins...) and at work. Will see you all here next month same channel...

Thom

### SECRETARY/TREASURER'S MINI-REPORT

By Alan J. Beckett

I'll be standing in for Rich for the next few months. The 'Needs of the Navy' will be keeping him busy off and on through December. Since I'm new at all of this, give me a month to get caught up.



# Club News

New memberships and disk sales, less expenses, leave us with \$296.07 in our checking account.

If you haven't already received your "R" Atari Club membership card, you may pick it up at the next club meeting. The cards are good for discounts on software at Isletech.

I'm looking forward to seeing all of you at the next meeting, until then...

Alan

## LIBRARIANS' REPORT

By Randy Mollan and Alex Ancheta

There's not much news in the disk librarians world this month. Of course we must mention the infamous boot screen, which has been in the making since early July. Don't worry, it has not been forgotten way back on some long lost disk, it has just presented us with more technical difficulties than expected. As the saying goes "Rome wasn't built in a day," it will be completed some day, hopefully in less time than it took to build Rome! (\* EDITOR'S NOTE \* The infamous boot screen was demo'd at the Oct. 17 meeting...)

Disk sales were slower than in previous months, only \$2.00 since the September meeting. Remember, the quality of the disks in this library keeps improving more and more each month. So keep an eye out on the new disks coming out. (\* EDITOR'S NOTE \* new COMPUTE, ANTIC, and ANALOG disks are available this month.)

Until next month.

Support your Club!  
Buy a disk!  
Alex and Randy

## S\*P\*A\*C\*E

### SEATTLE PUGET SOUND ATARI COMPUTER ENTHUSIASTS

PRESIDENT	Jess Lantz	473-2420	Tacoma
VICE-PRESIDENT	Cindy Bowman	248-2238	Seattle
SUB-GROUP PRESIDENT			
ST PRESIDENT	Robert Smith	941-5537	Fed. Way
HARDWARE SIG LDR.	Greg Pringle	-----	Tacoma
CORRESPONDING SECT'Y			
RECORDING SECT'Y	Cindy Bowman	248-2238	Seattle
TREASURER	Tom Neitzel	473-0187	Tacoma
LIBRARIAN	Jim Chapman	582-4269	Tacoma
ST LIBRARIAN	George Terpening	941-7155	Auburn
MEDIA LIBRARIAN	Blake Herring	564-3265	Tacoma
PROGRAM CHAIRMAN			
EDITOR	Chris Carson	565-8189	Tacoma
BBS SYSOP	Robert Smith	941-5537	Fed. Way

Main Meeting: 1st Saturday of the month at 6:00 PM at the A.P.P.L.E. Co-Op, 212 SW 43rd St., So. Renton, ph 251-6787.

Tacoma Sub-Group: 2nd Saturday of the month at 10:00 AM at the South End Neighborhood Center, 7802 So. L St., Tacoma, ph 591-5098.

ST SIG: 2nd and 4th Wednesdays of the month at 6:00 PM at Butler's Computer Service, 28717 Pacific Highway So., Federal Way, WA, ph 941-9096.

Hardware SIG: 4th Saturday of the month at 10:00 AM at the South End Neighborhood Center, 7802 So. L St., Tacoma, ph 591-5098.

BBS: S\*P\*A\*C\*E, (206) 941-2824, 24hr., 300, 1200, 2400 baud.

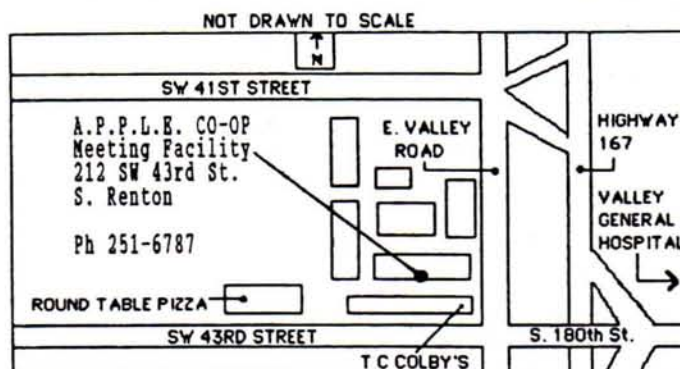
Mail: P.O. Box 110576, Tacoma, WA 98411-0576.

Dues: \$15 per year. Size: 250+ members.

\*\*\*\*\*  
\* **S\*P\*A\*C\*E MEETING NOTICES** \*  
\* ----- \*  
\* The NOVEMBER 7th MAIN MEETING is SWAP-MEET night! \*  
\* Bring unwanted hard/software and/or spending cash! \*  
\* ----- \*  
\* The annual ELECTION OF OFFICERS is slated for the \*  
\* JANUARY 2nd MAIN MEETING. NOMINATIONS are set for \*  
\* for the DECEMBER 5th MAIN MEETING. Get involved!! \*  
\* ----- \*  
\* Prizes awarded to attendees at ALL Main Meetings! \*  
\* ----- \*  
\* Remember - The ST SIG now meets on each 2nd & 4th \*  
\* WEDNESDAY at Butler's, 6 PM start. Don't miss it! \*  
\*\*\*\*\*

## NEW MAIN MEETING SITE

(It's just one building to the East of the old location!)



## TREASURER'S REPORT

By Tom Neitzel

We have 250 members with \$4,670 in the bank, with about \$975 owed from other clubs for the newsletter (I just billed them last week).

The pizza feed was well attended. We purchased 35 large pizzas and had all the free pop anyone wanted! The cost was approximately \$480! When would you like another?

## S\*P\*A\*C\*E MEETING NOTES

For the October 3rd Main Meeting

By Cindy Bowman

If you didn't make it to this one you missed a good social gathering! There was no main meeting at the A.P.P.L.E. CO-OP as usual, but all interested members arrived for a "filling" experience. I don't remember ever seeing so many in attendance for a pizza feed before! All current members and families were invited to join in at Godfather's Pizza next door to Midway, Fred Meyer Shopping Center in Kent, for free pizza and soft drinks.

It didn't take long before the first pizzas were brought out and everyone was fairly quick to partake. As time passed, more members arrived, and we filled about 2/3 of the entire restaurant!

At about 7 p.m. Jim Chapman announced that a game contest ("Knicker Bonker" provided by Butler's Computer Service) had begun on the Atari ST in the corner of the room. Three age categories were established and everyone interested was allowed 2 minutes to get as many points as possible in the game, donated by Butler's Computer for the evening. Age groups were 0-10 yrs. old, 11-17 yrs., and 18+ yrs. Nathan Lance won the \$5.00 prize for the 0-10 age group; Aaron Bregel won the \$5.00 prize for the 11-17 age group; and Bill Estes (a visiting guest from another club and a proud member of the



# Club News

"over-40" fraternity) won the \$5.00 prize for the 18+ age group, as well as a bonus prize of \$5.00 for most points over all three age categories.

The monthly lottery was drawn and Chris Hankemeier's name was called, but... he was not in attendance. Too bad, Chris. You've got to be present to win! This means that \$10 will be added to the pot and \$60 will be the lottery prize for next month's Main Meeting (if the winning member is there to claim it!).

The monthly door prize was drawn MANY times with each member absent, until Tom Neitzel's name was drawn to win the \$30 gift certificate. It figures the club Treasurer would win! Lucky break Tom!

After the games were over, most of the party broke up, but a few die-hards stayed to discuss the growing interest for another Atari Trek show. Looks like plans might begin soon if the interest continues, right?

Overall, we had a good time and had a chance to talk a great deal with several of our fellow Atarians. Oh yes, by the way, the club spent nearly \$500 on the pizza feed.....now don't you wish you had shown up?

## StarBase

### ATARI COMPUTER USERS GROUP

PRESIDENT	Rob Hendershot	745-3440
VICE PRES 8-BIT	Omar Crawford	653-7671
VICE PRES 16-BIT	Doug Olsen	743-4135
SECRETARY	Wilma Crawford	653-7671
TREASURER	Steve Drake	782-3691
EDITOR	Al Cummings	784-8658

\*\*\*\*\*  
\* Give us a call if you need help. \*  
\* We want to know how to help the group! \*  
\*\*\*\*\*

Meets: 2nd Friday of the month, 6:00 PM at the Mountlake Terrace Library, 236th SW & 52nd Avenue West, Mountlake Terrace, WA.

Mail: c/o Steve Drake, 8307 27th NW, Seattle, WA 98117

Dues: \$15 per year. Size: 85+ members.

### MY VIEWS

Editorial by Big Al

The last meeting was something like Congress. We talked and talked and in the end we decided to put it off until later and everyone or no one was happy with the vote. Pizza party in December and vote again then. It gives the people a chance to work up a good show for the planned new format and if it comes off ok then the vote is going to be close. Be there to help the club decide it's future. The club might even buy some pizza.

The club librarians have been working hard to give the members some new software - and please stop-by this meeting and look at what is coming in for the Atari.

Newsletter submissions have dropped off to nothing with the same people doing the bulk of the work every month. We need more reviews and some graphics. If you call the pay services then give me some of the news you read there and if there is a problem or question then write it down and give it to me. The want ads are free and almost everything that is listed there is sold and many times you wished you had asked for more or had more than one to sell. Everyone must get

involved even if it is to share the little things they do to enjoy their computer. We are not any better than you are just because our names are listed here every month, it is more like getting up to make a speech, it sounds hard until you have done it once or twice.

Where should the club put its money? It is not a lot of money but there is some left after the bills are paid. Do we need to buy equipment or should we give it back to the members by giving away software and buying pizza. The club is here to serve Atari computer users and getting our name out is most important and keeping people coming to the meeting comes in a close second. Why do you come? We will be doing a survey soon and feel free to comment on what ever is on your mind.

Time to wrap up and take this to the printer for another month so we can try to get the dumb things done and mailed in time to reach the members before the meeting. We are working hard and any help would be great. Get involved with something and reap the benefits of the group along with the rest of us.

### TREASURER'S RAMBLINGS

And sometimes, it's just that! Ramblings. Actually, I look forward to writing for PSAN every month. Not that I have so much to say or that you NEED TO KNOW what I have to say. Its a chance to express one's self about something you or I might be interested in. You know as well as I, that I don't always write about computers.

The October meeting went fairly well. We need other people, than the officers, doing demos. OK, Bruce does some, too. It would be nice, to get a call from someone that hasn't done one. Personally, I would like to see Printmaster, for the ST, demo'ed. Maybe a side by side comparison with the i bit. How about your favorite database? What works for you, might be what I'm looking for! It would be really HOT, to see some IBM stuff, running on an Atari!

For those of you that weren't at the meeting, we've decided to meet at Alf's in December. We'll then vote in January, if we want to move the meetings there, for a one year period. Please come and help us make this decision!

If you didn't make the October meeting, then you didn't hear that the club 520 was upgraded to 1 meg. Now I can run almost everything! According to Omar, it isn't a difficult job. (He did mine without having the power cord along to test his handy work!) I hear he'll do other peoples upgrades, for a "slight" fee. The chips run around \$50.00. Labor is another thing. No, not now, Wilma! Hey, speaking of labor, guess who else is going to become a papa? Hints: 1. Lets see, he's been a member for along time? 2. Can usually be found, writing on his ST? 3. Refused to be our fearless leader, at the last election? (That's everyone!) 4. He could perform surgery on my machine, anytime? Give up?? It's our own Dr. Bruce Noonan!! But, don't tell him I told you!

So how much money do we have? I'd like to know myself. I do know myself, it's that blond I saw at the beach, that I'd REALLY like to know! As of this writing, \$788.00. So what could we do, if we had a bigger bank balance? Maybe throw a Pizza feed? Beer blast? Start our own collection of Nash Metropolitans? Hey, they were cool! Some of the officers, have suggested certain pieces of equipment would sure be nice. Omar wants a 130XE. I would like to put a double sided disk drive, in our club 520. (May end up doing it myself, anyway!) Terry wants a hard drive. Big Al just plain wants! I ask you, can we afford to not take care of these demands? Do you want to be President or Editor for Starbase? Just kidding. A hard drive might be nice, for our librarian. No less than 20 meg, please. As far as putting a double sided drive, in the clubs 520, yeh, it would be nice, but I think our bank balance can live without doing it. If we had 2 grand, then we could talk seriously about ANY of them!



# Club News

So, what's to look forward to, at the November meeting? Plenty! At this meeting, Omar will demo a certificate maker, or the 8 bit and we will then raffle it off. For \$2 a throw, you can take a chance at winning this new bit of software, for your 8 bit! We also hope to do this, for the ST people. Our offer of a "free" club disk, for renewing your membership, at the meeting, will no doubt continue. And don't forget! At the December meeting, we will throw it open for whatever you want to do. Very little club biz will take place, so PLEASE volunteer to bring some equipment! Don't wait for someone else to do your part!

Keep On Trucking,  
Steve

## STARBASE MEETING MINUTES

October Notes By Wilma Crawford

The meeting was called to order by our president Rob Hendershot at 7:00. All the officers were in attendance and their reports were given for each of their respective areas. The treasury is doing very well with a balance of about \$700, and both the 16 and 8 bit libraries had new program disks.

We will now have a door prize at every meeting. You can win a piece of software from either library (your choice). Our first door prize winner was Grace Woods.

One of our newest attendees was a gentleman from Champaign, Ill. He heard about us from a copy of PSAN. We would like to extend a personal Welcome to everyone who would like to attend.

Rob demo'ed the new member disk that Omar put together. It contains an introduction and welcome to our club, a couple of games, demos, and utilities. This is part of a package that is put together for people who join our group at the meeting and gives them something to take home with them from their first meeting for their \$15.00 membership fee. Not to forget our current members when you re-up your membership you get a disk of your choice from either library also.

Terry Tallman demo'ed the Bard's Tale for the ST. It's a D&D style game. It has quite a few of the members' seal of approval.

Also demo'ed was a side by side comparison of the ST on a tv and a monitor. Needless to say the monitor has a much better picture. The tv does give a useable picture for those of you who have a limited income and still want to get into an ST, especially since Atari has to raise their prices due to the chip prices and the embargo.

The discussion to move the meeting to Alfies in Lynnwood was brought up again. We will have our December meeting there. They are on 196th in Lynnwood just west of Fred Meyers. This will give us more time for our Christmas Game Party.

Further discussion on meeting location will be done at the November meeting. At this time we have no problem in moving with the library to its new location in Mountlake Terrace. The meeting room in the new library is the same size as the one we now use and the time limits will be the same (out by 9:00). It was also brought up that if we decide to go to Alfies that there be a 1 1/2 hour formal meeting with no pizza or drinks to interfere with the meeting. This seems like a good idea and will help to retain our business style of meetings.

Bruce has upgraded STWriter for what he says is the last time, the newest version is in the 16-bit library (PLEASE NOTE: there are some more improvements that could be done to it, i.e. a spellchecker that would list a number of words that are close to what you want, also a thesaurus would be nice, you know like word star, etc. etc) the above comments

were made by my husband). Bruce also noted that in London the CD ROM has been displayed and should be on sale here later this fall, also some info on the transputer.

Most of the 8-bit rental library was auctioned off due to lack of renting, the money gained from this will be used to purchase blank disks to sell at the meetings at below local prices. Also new games will be purchased each month to demo and then raffled off. The price of the raffle tickets will depend on the number of people interested in participating.

See you next month (maybe), Wilma.

## LIBRARIAN'S REPORT-16-Bit

By Terry Tallman

More de-arc'ing this month. At this writing I haven't got the stuff organized onto disks but lot's of utilities. I am ordering a few game disks from ST-Xpress and am going to try to get together with the librarians from the other groups for some swapping.

If you have public domain disks that are not in the library bring me a copy and I will give you a blank back or any disk from the library.

I will have the library on disks starting this month and need to ask for some help. I would like to put down a brief description of each program, making it easier for folks to decide what they really are looking at. Anyone willing to write thumb-nail reviews of the programs on the club disks will join me in the rank of assistant librarian. Anyone willing to do so will also be eligible for cut rates on the disks. The notes need to be ST-Writer files. But it will be a big help.

We need this to add as an enclosure to the packages we want to do up for sales in the stores. If you are interested talk to me at the meeting or call me.

As always, if you would like to be sure I will have a copy of a particular disk call me in advance and leave your request on my answering machine if I am not home. Call 259-5949 - 24 hours a day.

## LIBRARIAN'S REPORT

By Omar Crawford

The following is a list of the newest additions to the Starbase P.D. 8-bit Software Library.

- #180 PrintShop Graphics Volume #6. All new - no duplications
- #181 PrintShop Graphics Volume #7. All new - no duplications
- #182 PrintShop Graphics Volume #8. All new - all nudes - nothing tacky.
- #183 Daisy Dot XL/XE Printer Utility - Full documentation on disk.
- #184 Text Pro Word Processor - full documentation on disk.
- #185 Antic Disk for September 1987.
- #186 Screen Dump II XL/XE. From Germany - autorun disk with on-screen directions for use.
- #187 Analog Disk for July/August 1987.
- #188 Antic Disk for October 1987.
- #189 PrintShop Utilities Disk #1. All in machine language - docs included on disk.
- #190 PrintShop Utilities Disk #2. All in BASIC - docs included on disk.

Also in October we started something new for those of you who did not come to the meeting, we are now having a monthly door prize drawing, the winner gets his/her choice of a free disk from either the 8 or 16 bit library.



# Club News

Another monthly promotion to increase our attendance at the meetings is the raffling off of a new piece of 8-bit software that will be demoed at each meeting, depending on the cost of the software the raffle cost will depend on the number of people who want to try their luck.

Since the rental library has been mostly inactive for the last 8 months it was decided to auction it off in order to bring in enough cash to purchase new software for the upcoming raffles and to have a supply of blank disks to sell at future meetings. At this point it looks like blank disk prices will be about 10 disks for \$5.00 for the 5 1/4" disks and \$11.00 for 10 of the 3 1/2" disks.

Well thats all for this month, see you at the next meeting, Omar.

## STDIO

### ATARI ST Computer Users Group

PRESIDENT	Dave Hanthorn	252-3009
VICE PRESIDENT	Vic Albino	788-2736
SECRETARY	Jim Yee	643-9697
TREASURER	Paul & Jolene Bolme	882-1536
EDITOR	Joel Check	881-9375
DISK LIBRARIAN	Mike Check	828-0258
PRINT LIBRARIAN	Laurie Miller	
PROGRAM CHAIRMAN	Roger Bedell	
BBS SYSOP	Mike Check	828-0258

Meets: 1st and 3rd Mondays of the month at 7:00 PM at Data IO, 10525 Willows Rd., Redmond, WA.

BBS: STDIO, (206) 822-4085, 300/1200 baud.

Mail: STDIO, 8431 S.E. 39th, Mercer Island, WA 98040.

Dues: \$15 per year.

\*\*\*\*\*  
\* Newsletter submissions can be uploaded to our BBS, \*  
\* brought to meetings, or via any acceptable method. \*  
\*\*\*\*\*

## S.T.D.I.O. GRAPHICS CONTEST

On the 1st of December S.T.D.I.O. will be hosting it's first annual graphics contest. The rules will be simple and few. Those who wish to enter may do so in their respective category and may submit more than one entry, but will be allowed to win only one prize. We will be offering prizes in each of two categories: the 16 and over age group, and the 15 and under age group. (The under 16 group is to stimulate and encourage family members to participate.) *This contest will be open to all PSAN members who wish to enter!*

You may use any style of graphics program that is on the market and may use animation in the presentation of your artistic graphic presentation. The only stipulations are in the use of any digitizing program or digitized media in the presentation of your offering or the use of recorded sound (midi sound will be allowed). Entries will be based on the basis of artistic merit and originality along with the best use of the ST computer and it capabilities. Depending on the amount of prizes that we have, we will determine the number of places and honorable mention awards to be given out for this contest.

\*\*\*\*\*

## T.R.A.C.E.

### The Richmond ATARI Computer Enthusiasts

PRESIDENT	Terry Schreiber (604) 272-5789
SECRETARY	John Goolevitch
TREASURER	Chris Boenigk
BBS SYSOP	Terry Schreiber (604) 272-5789

Meets: 2nd Tuesday and the 4th Sunday of the month at 7:30 PM at the RCA Forum, Sea Island, Richmond, B.C.

Mail: P.O. Box 1192, Postal Station A, Delta B.C. V4M3T3; or from the U.S. use: P.O. Box 2037, Point Roberts, WA 98281.

BBS: T.R.A.C.E. BBS, (604) 272-5888, 24hr., 1200 and 2400 baud. ST based w/20 MEG HD running Michtron BBS software. 9600 baud coming soon!

\*\*\*\*\*



## CLASSIFIED ADS

For The Members  
By The Members

**FOR SALE OR TRADE FOR ATARI 8-BIT HARDWARE:** Coin operated, table top video games. Space Firebird or Donkey Kong for \$150 each. Ms. Pac-Man for \$200. Call Kit at 565-8189 (Tacoma).

**FOR SALE:** 130 XE computer - \$99.

Doubled 1050 disk drive - \$90.

Color TV that makes a nifty monitor - \$95.

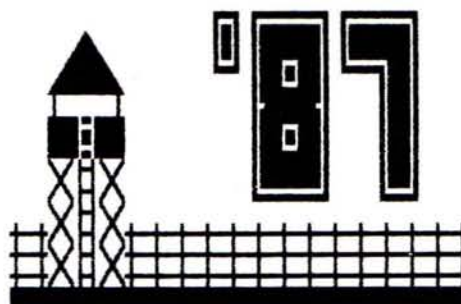
Any two for \$175, any three for \$250. Some interesting software thrown in, too! Call 259-5949 (Everett) and leave a message for Thud Rooter/Terry Tallman.

**FOR SALE:** ATR 8000 w/64k, CP/M, and all cables and docs - \$25. 2 QUADS Drives with case and power - \$125. HARD DISK interface card for above - \$75. All for \$350 or offer on part. Call Al at 784-8658 (Seattle).

**FOR SALE:** Atari 800 computer and 2 Atari 810 disk drives - \$150 total. Contact Glenn Morita at 337-0385 (Everett) after 6pm.

\*\*\*\*\*

# STALLEE



24 Hours 300/1200

Atari 8-bit/ST

(206) 782-5534



# Write Right

If you don't know what's wrong here, WordPerfect does. Or if you do know and just don't want to bother with making the corrections or changes, WordPerfect will. In fact, WordPerfect is designed to help you write better and puts the time saving accuracy and advice you need right where it belongs—at your fingertips and on the screen of your Atari ST.

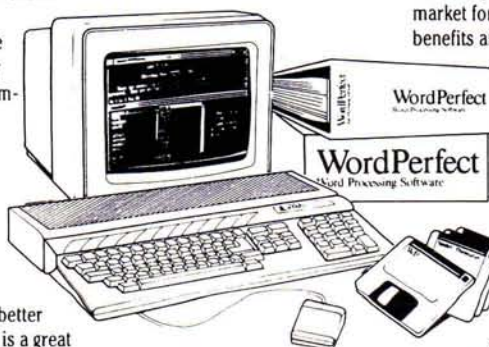
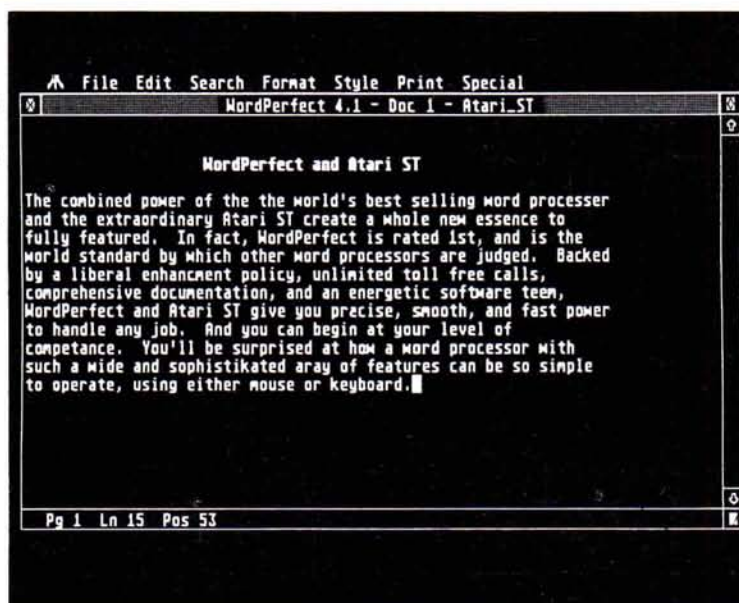
### Right Spelling

Go ahead and create your document. Get the ideas out and on the screen where you can look at them, change them around and organize them exactly the way you want. Then call up WordPerfect's Speller with its 115,000 word dictionary, or the custom dictionary you've already created. Highlight the word you're not sure of and the Speller checks it. If it's wrong WordPerfect gives you a selection of correctly spelled words. Pick the right word and WordPerfect corrects it in the text instantly. The Speller will even look up a word with phonetic spelling. You can check a single word, a paragraph, a page or every word in the entire document quickly, efficiently and accurately. The Spelling feature also looks for double words, words with numbers, and gives you a word count. Of course, words can be added or deleted within your main and custom dictionaries as needed.

### Right Word

How many times have you asked yourself if there isn't a better word. A traditional thesaurus is a great help in finding just the right word, or leading you into creating a better phrase, but it's time consuming and tedious. That's why many of us compromise and take what's already there.

Enter WordPerfect's Thesaurus. Just position the cursor on the word you're struggling with within the text on your Atari's screen, then call up the Thesaurus. Both synonyms and antonyms are displayed for your



convenient scrolling. And you can do it for two different words at the same time! You can also type in a word from the keyboard. If you still aren't satisfied with the choices displayed, more levels of alternatives are only a mouse click or keystroke away. You can go from synonym, to synonym, to synonym until you find just the right word.

### Right Interface

WordPerfect for the Atari ST allows you the option of running from either keyboard or mouse. You can access all features with superb pull down menus and mouse selection or by equally superb, more con-

ventional menu driven keyboard commands. Combine them any way you want. Either interface is fully supported—you do what is most comfortable for you.

### Right Choice

Obviously there are less expensive word processing programs on the market for the Atari ST, but none give you the total combination of features, benefits and support that the WordPerfect system does.

WordPerfect is not copy protected.

Sooner or later you'll want WordPerfect so you might as well start saving time and money now. Don't take a chance on a word processor that won't keep up with your growth or the growth of your business. Buy the best word processor in the first place—WORDPERFECT.

For more information, call us during normal business hours at 1-801-225-5000 or write WordPerfect Corporation, 228 West Center Street, Orem, Utah 84057

The Atari ST version of WordPerfect operates on the Atari 520 ST, 1040 ST and forthcoming Mega ST's. One drive required. (Two drives or hard disk recommended.)

Atari ST is a trademark of Atari Corporation

# WordPerfect

C O R P O R A T I O N



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# NOVEMBER 1987

## PUGET SOUND ATARI ACTIVITIES

SUN	MON	TUE	WED	THU	FRI	SAT
1	2 <b>STUDIO</b> MEETING 7 PM DATA IO, REDMOND	3 XANTH/STUDIO <b>MIDI MAZE</b> TOURNAMENT 7 PM DATA IO, REDMOND	4	5	6	7 <b>SPACE</b> MAIN MEETING 6 PM, A.P.P.L.E. CO-OP, S. RENTON ++ SWAP MEET ++ PRIZES, 1
8	9 <b>BRACE</b> MEETING 7 PM LAKE HILLS LIBRARY, BELLEVUE	10 <b>TRACE</b> MEETING 7:30 PM RCA FORUM SEA ISLAND RICHMOND, B.C.	11 <b>KC-ACES</b> MEETING, 7 PM CENT. KITSAP JRHI <b>SPACE</b> ST SIG MEETING 6 PM, BUTLER'S	12	13 <b>STAR- BASE</b> MEETING 6 PM MOUNTLAKE TERRACE LIBRARY	14 <b>SPACE TACOMA</b> MEETING, 10 AM SOUTH END NEIGHBORHOOD CENTER, TACOMA
15	16 <b>STUDIO</b> MEETING 7 PM DATA IO, REDMOND	17	18 PSAN DECEMBER NEWSLETTER INPUT DEADLINE! SHOW YOUR STUF WRITE FOR PSAN!	19	20	21 <b>R-ATARI</b> MEETING 7 PM (6 PM SET-UP) AT HARBOR TOWER, OAK HARBOR
22 <b>TRACE</b> MEETING 7:30 PM RCA FORUM SEA ISLAND RICHMOND, B.C.	23 <b>BRACE</b> MEETING 7 PM LAKE HILLS LIBRARY, BELLEVUE	24	25 <b>SPACE ST SIG</b> MEETING 6 PM BUTLER'S, FEDERAL WAY	26 THANKSGIVING DAY "EAT HEARTILY!"	27	28 <b>S*P*A*C*E</b> HARDWARE SIG 10 AM, SO. END CENTER, TACOMA STARBASE "MOD" CLINIC, 12 NOON PRECISION ELECTR
29	30					

THE WEATHER MAY BE COOL, BUT CLUB MEETINGS ARE HOT!